Yahoo Group Archive: sstv_plus

Yahoo Group summary: SSTV+

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Date span: 2001-07-21 through 2015-06-13

Source WARC: sstv_plus.EH49J7G.warc.gz

Source item: https://archive.org/details/yahoo-groups-2017-02-11T09-54-06Z-aa0083

Messages included in this PDF: 469

Messages omitted as spam from this PDF: 1879

Yahoo replaced the domain portions of email addresses with @... in the archived messages. Characters lost in Yahoo's archived text appear as ?.

Messages are presented in ascending Yahoo message-ID order. Gaps indicate records absent from the source WARC or messages omitted from this PDF as spam.

1. Great Move

Yahoo group: sstv_plus
Date: 2001-07-21 00:41:36 UTC
From: Sylvan Malis
Topic: 1 Message: 1

Thanks Sam for getting this located where there can be some serious work now. I?m sure we will find some things that will need tweaking as will as document the strong points. Now we can accomplish this without the detractors.

Looking forward to seeing some great work here.

Sylvan
K9SYL

2. Re: IAL TEST RESULTS

Yahoo group: sstv_plus
Date: 2001-07-21 17:50:19 UTC
From: Samuel Hunt
Topic: 2 Message: 2

These images are very impressive. They're going up on the comparison page!

These exhibit the "colour shifts" (CCI) more clearly than normal, so it is obvious what causes them. However, the IAL is really taking the "bite" out of it, so much so that it's then just a normal looking image with quite a lot of QRM. It is preforming as per the tests (which is nice!)

I've uploaded all of these images to the files area in the folder "Test01", available at http://groups.yahoo.com/group/Vari_IAL/files/Test01/ . The file name is "test1.zip".

The tests are certinally preforming very well. These are the first set of images which have been subject to purposeful QRM, and are showing that it can control it very well. I do not think that there are any images which I have to question their authenticity, or which preform differently to expectations (except why K9SYL_IAL_PLL_SSTVQRM4.jpg is in mono on the right hand side. I would suspect JPEG compression BEFORE IAL decoding).

As I said though, this will be going up onto the website, to gather the evidence.

I, personally, really think that it is very rare that we will find that the Vari/IAL model is worse than Conventional SSTV. This is just my impression, anyway!

If I find anything of interest regarding to Vari on the other SSTV groups (of which I belong to a few), then I will be forwarding it on. I am finding these models to be very intriguing.

I have also been in contact with the author of ChromaPix, who has shown initial interest in the systems. There is an issue of compatibility with his final DSP system on transmission, but this I do not feel is too much of an issue.

Then, of course, there is some naysayer on the MMSSTV group who tried to make out that all of the figures are wrong. Now that I posted and corrected his figures, he says that it would work, but then goes on about how psycology makes it make no difference!

We are seeing the results, and they are all very impressive.

I think that rather than sending posts directly to me, then I would rather (unless you want them to be private, or they don't relate to IAL or Vari), then I would think that it is better that they go to this group, so that we can all read them. This is what it is all about really, sharing our findings and generally finding out about the system. It is, essentially, very much different to conventional SSTV. It is very different to many modes that we have used before. Firstly, the peak power is no longer the average power. This is not what many of us are used to. This is only really true with things like Feld Hell, which are AM systems. We cannot expect all of the long tried and tested SSTV practices to work for these modes. Practices that we have been using for years should be questioned a little. I don't know of any specific examples, but now we have a real chance to test SSTV properly. In these conditions, we're not just users, we are ALL developers. Everyone who is testing this mode is a developer, since you are helping to develop it.

I say:-

GO FOR IT!

Anyway, any images which show the power of IAL or the power of Vari are of great use in arguing our case. If you know anyone who is interested in the modes, then the number of subscribers to this group alone are evidence of interest in the systems.

If you have any technical suggestions or comments, please don't worry about posting them. If they're stupid, I for one won't shoot you down. I think that ANY type of attempt at technical ideas is good. It is from a small acorn that you get a big oak tree (or whatever trees grow from acorns!)

Sam
----- Original Message -----
From: ?? ???d
To: Samuel Hunt
Sent: Saturday, July 21, 2001 10:29 AM
Subject: IAL TEST RESULTS

Hi Sam,

Here are the IAL test results for tonight. I simulated the worse QRM conditions you can imagine by using the dual receiver in my TS-950SDX and monitoring 14.230 for potential QRM signals. When signal activity was detected on 14.230 K9SYL, Syl sent his IAL processed pictures entitiled with his call sign. So the demodulator was presented with the audio from signals being recieved on 14.230 and K9SYL's VariSSTV/IAL signal on 14.236. I then varied the audio volume control for the dual reciever monitoring the QRM on 14.230 to simulate varying signal levels of the QRM interfering with K9SYL's VAriSSTV/IAL transmission. The experiment here was to simulate interference on the exact frequency of the VAriSSTV/IAL station. The audio level of the dual receiver recieving the QRM on 14.230 was adjusted to various levels from well below K9SYL's audio level to slightly above. Of course a point could be reached where the Detector could no longer reslove the picture because the QRM audio level was set too high. In one case the resolved IAL image lost all color while usuing the PLL detector in MMSSTV. It appeared to me that the Hilbert detector did a better job in the presence of strong QRM audio levels than the PLL detector.

The IAL results were incredible. I would have preferred to have three stations because we could have simulated real world CCI on the first test. This first test of IAL shows that the noise lines are minimized. In some cases I noticed that minor noise lines completely disappeared when the post filter was applied. This test also suggests that IAL should perform very well for most kinds of CCI assuming the QRM is not significantly stronger than the SSTV station using IAL. If a S9 + 20 DB SSTV signal is competing with a weak IAL SSTV station we can expect poor results but this is obviously not the fault of the IAL filter.

The next step is to have a third station send a standard and Vari SSTV transmission above and below the VariSSTV/IAL station so the interfering station is just making it through the pass band filter at various signal levels. I suspect that the IAL filter will easily handle such interference.

73
Marc
wa4ire

3. Fw: [MM-SSTV] VariSSTV

Yahoo group: sstv_plus
Date: 2001-07-21 17:55:00 UTC
From: Samuel Hunt
Topic: 3 Message: 3

----- Original Message -----
From: Dudley D
To: MM-SSTV@yahoogroups.com
Sent: Saturday, July 21, 2001 3:31 AM
Subject: Re: [MM-SSTV] VariSSTV

Greetings to all.

I really only wanted to add my "Two Bob's" worth in,
on the debate and decussion that is being tossed
around among the users of MMSSTV and VariSSTV.

I run a very basic inverted vee cut for 20mtrs, with
my tranceiver being of valve finals. Since the
inclusion of VariSSTV in MMSSTV, i am very happy with
the results that i am getting. The amount of "stress"
that is put on the finals without running VariSSTV is
a bit on the scary side to say the least, that is of
cause if you want to run at, lets say, 60-70 watts.

With VariSSTV activated, there is a considerable
amount of reduction of duty cycle and "stress" on the
finals. I can now chug along with confidence at the
same amount of drive and see on the meters that
VariSSTV is doing what it was designed for.

Please persist with testing and have a play with it as
i have and i am sure you will also see the difference.

Rgards VK6KBY Dudley

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4. IAL

Yahoo group: sstv_plus
Date: 2001-07-21 20:31:03 UTC
From: Rick Lehman
Topic: 2 Message: 4

Sam: I have not been able to find anyting on the web concerning your IAL. I see your Vari web page but nothing mentioned about IAL that I saw. Can you please point me to the URL or if one does not exist, can you please briefly explain IAL?

Rick
WB4EJC

5. Re: [Vari_IAL] IAL

Yahoo group: sstv_plus
Date: 2001-07-21 21:24:01 UTC
From: Sain'T Tom
Topic: 2 Message: 5

Ditto.
Thanks
Tom K4RV
----- Original Message -----
From: Rick Lehman
To: Vari_IAL@yahoogroups.com
Sent: Saturday, July 21, 2001 3:31 PM
Subject: [Vari_IAL] IAL

Sam: I have not been able to find anyting on the web concerning your IAL. I see your Vari web page but nothing mentioned about IAL that I saw. Can you please point me to the URL or if one does not exist, can you please briefly explain IAL?

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6. RE: Picture Comparision

Yahoo group: sstv_plus
Date: 2001-07-22 00:11:53 UTC
From: Sylvan Malis
Topic: 6 Message: 6

Hello everyone,

I would like to add that if you really want to see the effect that the IAL filter has on the picture, transfer the image (K9SYL_IAL_HILBERT.jpg) to your favorite image editing program (Coral, Imaging for Windows, or what ever.) Then enlarge the image up to 300% and center on the head. Look at the area of hair between the right ear and right eye of the little girl just at the line where the filter takes over.

You will be able to see at the pixel level how much cleaning up the filter does. The hair between the red hair band and the vertical line of the filter has the blue ghosting from the interference. From the vertical line of the filter to the front of the head, the blue ghosting has been almost completely removed. You can also see the horizontal noise interference line in the same area coming across from the left to the right stops at the vertical line and is almost non-existent from the line to the right.

As Marc said, this effect is repeatable and consistent. We will probably try to get a real world definition of the levels that the filter will work to and try to define how much tolerance the program has to the various types of interference (natural noise, co-channel, on channel, other SSTV signals, and voice.) We hope to complete a definitive test of as many different conditions as possible and be able to provide the documentation on the results.

73?s
Sylvan
K9SYL

-----Original Message-----
From: ?? ???d [mailto:WA4IRE@...]
Sent: Saturday, July 21, 2001 3:36 PM
To: David E. Koopman; Sylvan Malis
Subject: Fw:

Hi Dave and Syl,

Take a look at the tiger picture. The right side of the picture has been processed by IAL. The Flag picture is also IAL processed on the right side. These pictures were transmitted by me last night and received by K9SYL.

Here are some observations.

IAL should be compatible with standard SSTV.

IAL will reduce or completely eliminate the effects of on channel or co-channel interference from other SSTV stations. However, as the signal

strength of the QRM begins to equal or exceed that of the station using IAL the demodulator is going to track the stronger QRM signal and the picture will not be properly resolved. This is not a fault with the IAL filter.

Some people have observed that VariSSTV suffers from unpredictable color shifts (hue shifting). Sam Hunt and others have confirmed that a shift in hue can take place in a Vari picture but it is caused by other unwanted SSTV signals interfering with the Vari picture. That is why Sam developed the IAL filter. The IAL filter not only works to prevent shifts in hue but it also filters out the image that is being sent by the SSTV station causing the QRM assuming this station is not stronger than the Vari station.

As everyone knows SSTV pictures suffer from noise lines when the signal to noise ratio is poor. It has been observed that the noise lines look different on a weak VariSSTV picture. They are correct. The noise lines on a conventional SSTV image is normally composed of a speckled color rainbow. The noise lines on a VariSSTV image tend to consist of a streak of one color and sometimes two colors. Some people have called this a color shift. Frankly I think this is nit picking because noise lines of any kind reduce the quality of conventional and VariSSTV images. However, the IAL filter does a wonderful job of minimizing and sometimes even eliminating the effects of noise lines and enhances the quality of weak variSSTV images and even strong VariSSTV images suffering from the effects of QSB.

I have included a picture entitled K9SYL_IALHilbert1 which shows another SSTV signal and a carrier on the same frequency as the VariSSTV/IAL station. The Carrier comes on in the beginning for a short while and at the end of the picture and is much stronger then the IAL station so the picture is not 100% resolved on the right side. Notice how the SSTV image from the interfering station on the left is eliminated by IAL on the right side of the picture and notice that there is no shift in hue between the two carrier events on the right. However, a few noise lines do appear on the IAL side of the picture. A weaker carrier would not have affected the picture. As long as the QRM is not too strong IAL will get the job done. IAL will enhance the quality of the vast majority of pictures we send.

What an innovation!

I will be looking for you both on 14.236 if you want to send some VariSSTV/IAL pictures. If we are lucky some Co-channel QRM will also show up.

73
Marc
wa4ire

----- Original Message -----
From: Sylvan Malis
Sent: Saturday, July 21, 2001 1:09 AM
To: WA4IRE
Subject:

7. Porch signalling test

Yahoo group: sstv_plus
Date: 2001-07-22 13:24:05 UTC
From: Samuel Hunt
Topic: 7 Message: 7
Attachments: 1 described; binary payloads are missing from this source WARC

One big reason why Mako didn't implement IAL was because he didn't have faith in the way that I suggested signalling which were the odd lines and which were the evens. This was was to use the porch space to signal if the line was transmitted in negative or positive. However, he didn't have faith in this.

However, what I have done to actually see if his claims have any real foundation in truth was to implement the signalling in the IAL test program. Obviously, it is not possible to alter the REAL porch, but I can create a "false" porch very easily by making this the first few pixels of the line. I calculated that the porch is as wide as 4 pixels. This 4 pixels does not, however, have to be in the porch. You can move it across a little so that it is on the image data, which I have done.

Basically, how the signalling is hoped to work is that a white pulse is a negative line, and a dark is a non-negative. Hopefully!

The fear of QRM destroying the entire detection is unfounded. Normal QRM only lasts for about 8 lines, and the rest of the porches are still correct. Using a routine that finds out if the majority of white porches lie on the odd or even lines, then you can make a very good guess as to which set of lines (odd or even) are the negative ones. Decoding of the IAL image can then commence. I had a little idea for realtime decoding as well, but testing of this will come later. At the moment, the routine works out which set of lines is most likely to be the negative set. If it gets it wrong, then the outcome is a negative image, something that isn't too drastic anyway!

You can get the latest IAL software version from www.supersam.co.uk/ial.exe , and you will then see the options implemented. It is also attached to this message.

The basic method is:-

1:- Encode the image as normal
2:- Click on "Add "porch test" marks" to add the marks.
3:- Transmit as normal
4:- Just before you would decode the image, then click on "Decode "porch test" marks" to decode the marks
5:- Decode the image as normal

If the image is in negative (I hope not!) then please forward a copy of the still encoded image, and I will analyse it. Anyway, you can still fix it by altering the setting of the "Invert line-flip" checkbox. If it's checked, uncheck it. If it's unchecked, check it. It should then work.

To get this to work, I suggest that during a strong communication, you use MMSSTV's "fine auto-slant" to set your slant correctly off someone who has theirs correct, if you believe that it is wrong. A little slant won't hurt (hopefully), but you will get more accurate decoding, the more accurate your setting is. You can have about 50% of the porches incorrectly decoded before the final decision is made wrongly. This isn't bad!

If these preliminary tests work well, then I will create a routine that emulates the "realtime" decoding routine, which would be to invert the lines on a line by line basis. After reception, the choices (which would have been stored) would be analysed, and the best choice made. This way, the image won't have some lines which are correctly chosen and some which aren't.

There also is a display of the quality of the porches. This goes in a scale from -3 to 3. The explanations:-

-3:- Very poor. Undecidable result, user intervention is probably going to be required
-2:- Poor. Undecidable result, user intervention is probably going to be required again. However, not so bad
-1:- Undecided. Poor result, user intervention is not often required, but it is by no means sure of the choice it has made
0:- Borderline. It is at this level that it will probably be correct most of the time, but it is not at all certain
1:- Acceptable. User intervention will be rarely needed
2:- Good. At this level, it will be a rare occurance that it gets it wrong
3:- Excellent. There is more than a 95% majority in favour of the final choice. The program can be very sure of it's decision. It should hopefully be the correct decision in all cases.

If you get any images which have been chosen wrongly and are at or above level 0, then PLEASE send them to me. At levels 2 and 3, the choice should be very reliable.

Under simulated conditions (ignoring static crashes), the signal only really fails at level -3. However, in simulated S:N conditions (Noise being 20dB over signal), I have noted failures at level -1.

I would like to think that most images are at level 3. Level 2 is fine also. Below level 0, the result may be correct, but it has been noted that under extreme noise conditions, noise has caused the level to creep back up as high as -1, and the decision was wrong.

The detector to detect if a line is a negative or positive line is very much experimental. Since these lines can't be IALed, then they are suceptable to colour shifts. Therefore, the detector has to work on two lines at a time, working out if a certain pixel is lighter on the odd line or the even line. This makes it more robust to some noise, but less robust to others. It's a game of weighing up the best way to decode the signalling.

The Porch signalling, as I mentioned, is the most dubious area of the system at the moment. However, I am hoping that we can prove that this signalling method IS reliable. Therefore, I have done the grading test.

After about a week, after most people (hopefully) have tried the signalling tests. It is then that I will run a vote (which I would ask you all to answer fairly in) whereby you will be able to vote which level you get most often, and if it is, generally, reliable. This will run for a few days, and the results will afterwards be processed and put onto the evidence website. If I feel that it cannot give the correct result enough, and it does not have a good enough margin of error, then I will refine the decoding method, and repost it so that you can all try a different method. After all, that is what this group is about!

I want to press on with this development, so that we have tested all of the standard to the best of our ability. Then, we are ready for any programmer that wishes to implement it.

My preliminary tests with the system are proving to be effective. These "porch tests" are a little unfair, actually, since the "porches" that are being added are being transmitted at the power of that channel. I would like, eventually, these porches to be transmitted at 100% amplitude (in the Vari part of it), along with the synchs. This will make them about 3 times as reliable. However, if the tests prove to be reliable with this setup, then the argument will be even better, since we are proving that even at 1/3rd of the power, the porches can be reliably decoded.

Sam

8. Re: [Vari_IAL] IAL

Yahoo group: sstv_plus
Date: 2001-07-22 14:11:27 UTC
From: Samuel Hunt
Topic: 2 Message: 8

Fair enough!

The webpage www.supersam.co.uk/sstv shows how SSTV works (which isn't really too important), but about 3/4 of the way down, it starts on a topic about Vari. After this, it is about IAL.

The webpage www.supersam.co.uk/ialtests shows the test images that are being collected so far. I am going to categorize them tonight, so there is categories such as "CCI", "OCI", "Hue shift", "Strong condx", "Noisy weak condx" and all of those kinds of topics.

This will allow easier reference to the conditions.

I hope that the website explains it properly. If you have any more questions, do not hesitate to post, since it is only by knowing what questions people have about the system then I will know what to put in the website.

Sam
----- Original Message -----
From: Sain'T Tom
To: Vari_IAL@yahoogroups.com
Sent: Saturday, July 21, 2001 10:24 PM
Subject: Re: [Vari_IAL] IAL

Ditto.
Thanks
Tom K4RV
----- Original Message -----
From: Rick Lehman
To: Vari_IAL@yahoogroups.com
Sent: Saturday, July 21, 2001 3:31 PM
Subject: [Vari_IAL] IAL

Sam: I have not been able to find anyting on the web concerning your IAL. I see your Vari web page but nothing mentioned about IAL that I saw. Can you please point me to the URL or if one does not exist, can you please briefly explain IAL?

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9. Re: [Vari_IAL] Porch signalling test ***PLEASE READ***

Yahoo group: sstv_plus
Date: 2001-07-22 14:41:05 UTC
From: Samuel Hunt
Topic: 9 Message: 9
Attachments: 1 described; binary payloads are missing from this source WARC

There was a minor bug in the software version that I sent that meant that if the signalling was too bad, then it didn't update the grade. This would have given erratic results! It is now fixed, and the latest version is at the website and attached to this message.

Many thanks,

Sam
----- Original Message -----
From: Samuel Hunt
To: vari_ial@yahoogroups.com
Sent: Sunday, July 22, 2001 2:24 PM
Subject: [Vari_IAL] Porch signalling test

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Sam

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10. Basic testing proceedures

Yahoo group: sstv_plus
Date: 2001-07-23 10:49:07 UTC
From: Samuel Hunt
Topic: 10 Message: 10

In a message from Marc, it contained this little section (which I've cut out of the rest of the message):-

"We need to establish such little things as how set up our transmitters when using VariSSTV. What should the average power be verses the peak power. I have found that some people are still confused about this point. Should the Synch pulse be twice the average power or three times the average power? My understanding is that the sync pulse should be three times the average power. If this assumption is correct then I would excite my linear so that the average power is 500 PEP watts and the sync pulse is at 1500 watts PEP output. If I run a comparison test using conventional SSTV the average power between the two models (500 watts output) should be used to transmit comparison conventional SSTV images. This sort of thing is basic but needs to be addressed and agreed upon by all so the testing will be repeatable and verifiable."

This is a little point which I have actually overlooked - correct testing proceedure!

I will set up a website to detail it, but this is about how they should be run:-

All tests should be run with the fairest possible proceedures. This means that firstly, when we change between Vari and CSSTV, we must change the power. Vari, as per it's specification, runs at 33% the output of Conventional SSTV. This means that the power should be increased by 3.33333.... times when using Vari for testing. This is difficult to achieve, so let's just call it 3 times.

So, if you're testing CSSTV at 100 watts, then you should test Vari with your power setting set to 300W. This way, the average power is still the same, but the peak power is higher, which is the point of Vari. Not compensating means that you are giving CSSTV a big advantage. If you don't compensate, then you will be testing Vari at just 33W, which means that it's an unfair test.

The images also should be sent one after the other. You can make the compensation a little easier. When you transmit Vari, set the "digital output level" to full and the VariSSTV on. When you stop transmitting Vari, set the "digital output level" to about 1/3, and the VariSSTV off.

It's a shame really that the Vari and the Digital output level options aren't stored in the profile. If they were, you could just switch profile. I may have a word with Mako.

The reason for transmitting the images one after the other is to ensure that the band conditions change as little as possible. Changing band conditions

can be the cause of inconsistent test results (not that we've had any!)

Also, if anyone has got any images to send to me, please do. Collection of images is important to see if these systems have an advantage over CSSTV.

Many thanks,

Sam

11. Re: CCIAND OCI QRM OBSERVED ON CSSTV AND VSSTV (NO IAL) STATIONS

Yahoo group: sstv_plus
Date: 2001-07-23 10:20:52 UTC
From: Samuel Hunt
Topic: 11 Message: 11

----- Original Message -----
From: ?? ???d
To: Samuel Hunt
Sent: Monday, July 23, 2001 3:25 AM
Subject: CCIAND OCI QRM OBSERVED ON CSSTV AND VSSTV (NO IAL) STATIONS

Hi Sam,

The attached pictures were observed by me on 14.230 on a Kenwood TS-950SDX transceiver.

Test purpose: To compare received CSSTV (conventional SSTV) and VariSSTV (with NO IAL) images on 14.230 received in the presence of CCI (co-channel interference) and OCI (on-channel interference).

Methodology:

1. Use MMSSTV for the test.

2. Do not use the receive pass band filter in order to ensure the likelihood that CCI would affect the received image. Select No Filter in the MMSSTV setup.

3. Use the lowest squelch setting in MMSTV in the MMSSTV setup.

4. Use the Hilbert Transform demodulator in MMSSTV setup.

5. Allow the TS-950SDX filters and DSP alone to determine the pass band (2.4 kHz).

6. Set the TS-950SDX AGC to auto.

7. Set the audio level for the sound card to a nominal level and do not vary this level.

8. The RF Gain of the TS-950SDX was set to maximum and not varied.

9. The RF amplifier of the TS-950SDX was active throughout the test.

10. 14.230 was selected as the receiving frequency.

11. Auto Resync was selected in the MMSSTV setup.

12 Auto Start, Auto Stop and Auto slant were not selected in the MMSSTV setup.

13. The receive slant adjustment in the MMSSTV was checked and verified to be nominal.

This test drives home a very important point. Excellent receive pass band filtering is necessary to reduce the effects of QRM on received CSSTV and VariSSTV images. Neither model is immune from QRM. Obviously, Adequate filtering must be provided to minimize the affects of QRM on both types of SSTV emissions. The better the pass band filter the better the signal to noise ratio thus the better the picture will be received when the SSTV signal is

weak with relation to the noise level. The better the pass band filter the better the chances that SSTV CCI will not adversely affect the quality of the received SSTV picture. Of course, even the best pass band filter will not minimize OCI. Courteous operators will help greatly to minimize OCI. Also, the IAL filter and the post filter is showing amazing results in minimizing the effects of both CCI and OCI.

We may want to enhance the pass band receive filter in programs such as MMSSTV to the greatest degree in order to assist the IAL and post filter model for best results. Both CSSTV and VariSSTV emissions would benefit from such an enhanced filter. The enhanced filter should be as narrow as possible as to only allow the SSTV emission to pass. Also, we should consider adding an external Butterworth filter, or an external DSP filter (possibly in the interface device itself) to filter the incoming audio applied to the input of the sound card to the highest degree possible. This would only be necessary if such an external pass band filter proves to be superior to the sound card DSP pass band receive filter.

It is my understanding that W0LMD has developed a prototype of an enhanced Butterwoth filter which will outperform any DSP pass band filter employed by any SSTV program available for Amateur use today. This filter will be available for sale in the future and is enclosed in an interface device. The advantages of such a filter should be investigated and tested.

Let me know what you think of the pictures Sam. More will follow.

I would say, looking at these images, that the conclusion I would draw from this set is:-

Both systems are suceptable to CCI and OCI. The difference is that with conventional SSTV, this is exhibited as a colour shift in the greyscale - all channels are shifted by the same amount, which just creates a lighter or darker image. However, with VariSSTV, the colour shift is more pronounced in the blue channel, so the image takes on a blue tint in these areas. The other channels are shifted, but not so much. The green channel is hardly shifted at all, so normally appears the darkest. This colour mis-balance is (both visibly and according to the scientific documents from which I derived Vari in the first place) more noticable than a lightness change. However, IAL has shown great promise to reduce this to an extent whereby the channels are back in balance more or less. This gives a suggestion that Vari with IAL would produce a far better image in these conditions than CSSTV. CSSTV still would suffer from a higher noise level than Vari (the Vari advantage), and would have a lightness shift that the Vari&IAL image wouldn't have. Therefore, the Vari&IAL image would have no shifts and less noise, making it the better image. The synchs would also be better, making vertical lines straight, not jagged.

This is just how I would think of it, anyway. Since Vari&IAL are going to be used together a lot of the time, it's probably best to come up with a name for it, so that we can type it quickly and it is recognised that they are probably best used together.

I had considered "Varial", but this may sound too much like the image is varying. "IVariAL" wouldn't work, so what about "IVAL", for "Inverse Varying Alternate Line". I know it's not perfect, but it's going to save us typing out Vari&IAL all the time! What do you think?

Sam

73
Marc
wa4ire

12. Re: CCIAND OCI QRM OBSERVED ON CSSTV AND VSSTV (NO IAL) STATIONS

Yahoo group: sstv_plus
Date: 2001-07-23 21:57:26 UTC
From: wa4ire@yahoo.com
Topic: 11 Message: 12

Hi Sam,

IVAL is short and to the point. I like it.

Marc
wa4ire

--- In Vari_IAL@y..., "Samuel Hunt" <SamuelHunt@S...> wrote:
>
> ----- Original Message -----
> From: ?? ???d
> To: Samuel Hunt
> Sent: Monday, July 23, 2001 3:25 AM
> Subject: CCIAND OCI QRM OBSERVED ON CSSTV AND VSSTV (NO IAL)
STATIONS
>
>
> Hi Sam,
>
> The attached pictures were observed by me on 14.230 on a Kenwood
TS-950SDX transceiver.
>
> Test purpose: To compare received CSSTV (conventional SSTV) and
VariSSTV (with NO IAL) images on 14.230 received in the presence of
CCI (co-channel interference) and OCI (on-channel interference).
>
> Methodology:
>
> 1. Use MMSSTV for the test.
>
> 2. Do not use the receive pass band filter in order to ensure the
likelihood that CCI would affect the received image. Select No Filter
in the MMSSTV setup.
>
> 3. Use the lowest squelch setting in MMSTV in the MMSSTV setup.
>
> 4. Use the Hilbert Transform demodulator in MMSSTV setup.
>
> 5. Allow the TS-950SDX filters and DSP alone to determine the
pass band (2.4 kHz).
>
> 6. Set the TS-950SDX AGC to auto.
>
> 7. Set the audio level for the sound card to a nominal level and

do not vary this level.
>
> 8. The RF Gain of the TS-950SDX was set to maximum and not varied.
>
> 9. The RF amplifier of the TS-950SDX was active throughout the
test.
>
> 10. 14.230 was selected as the receiving frequency.
>
> 11. Auto Resync was selected in the MMSSTV setup.
>
> 12 Auto Start, Auto Stop and Auto slant were not selected in the
MMSSTV setup.
>
> 13. The receive slant adjustment in the MMSSTV was checked and
verified to be nominal.
>
> This test drives home a very important point. Excellent receive
pass band filtering is necessary to reduce the effects of QRM on
received CSSTV and VariSSTV images. Neither model is immune from QRM.
Obviously, Adequate filtering must be provided to minimize the
affects of QRM on both types of SSTV emissions. The better the pass
band filter the better the signal to noise ratio thus the better the
picture will be received when the SSTV signal is weak with relation
to the noise level. The better the pass band filter the better the
chances that SSTV CCI will not adversely affect the quality of the
received SSTV picture. Of course, even the best pass band filter will
not minimize OCI. Courteous operators will help greatly to minimize
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results in minimizing the effects of both CCI and OCI.
>
> We may want to enhance the pass band receive filter in programs
such as MMSSTV to the greatest degree in order to assist the IAL and
post filter model for best results. Both CSSTV and VariSSTV emissions
would benefit from such an enhanced filter. The enhanced filter
should be as narrow as possible as to only allow the SSTV emission
to pass. Also, we should consider adding an external Butterworth
filter, or an external DSP filter (possibly in the interface device
itself) to filter the incoming audio applied to the input of the
sound card to the highest degree possible. This would only be
necessary if such an external pass band filter proves to be superior
to the sound card DSP pass band receive filter.
>
> It is my understanding that W0LMD has developed a prototype of an
enhanced Butterwoth filter which will outperform any DSP pass band
filter employed by any SSTV program available for Amateur use today.
This filter will be available for sale in the future and is enclosed
in an interface device. The advantages of such a filter should be
investigated and tested.
>

> Let me know what you think of the pictures Sam. More will follow.
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> I would say, looking at these images, that the conclusion I would draw from this set is:-
>
> Both systems are suceptable to CCI and OCI. The difference is that with conventional SSTV, this is exhibited as a colour shift in the greyscale - all channels are shifted by the same amount, which just creates a lighter or darker image. However, with VariSSTV, the colour shift is more pronounced in the blue channel, so the image takes on a blue tint in these areas. The other channels are shifted, but not so much. The green channel is hardly shifted at all, so normally appears the darkest. This colour mis-balance is (both visibly and according to the scientific documents from which I derived Vari in the first place) more noticable than a lightness change. However, IAL has shown great promise to reduce this to an extent whereby the channels are back in balance more or less. This gives a suggestion that Vari with IAL would produce a far better image in these conditions than CSSTV. CSSTV still would suffer from a higher noise level than Vari (the Vari advantage), and would have a lightness shift that the Vari&IAL image wouldn't have. Therefore, the Vari&IAL image would have no shifts and less noise, making it the better image. The synchs would also be better, making vertical lines straight, not jagged.
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> This is just how I would think of it, anyway. Since Vari&IAL are going to be used together a lot of the time, it's probably best to come up with a name for it, so that we can type it quickly and it is recognised that they are probably best used together.
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> I had considered "Varial", but this may sound too much like the image is varying. "IVariAL" wouldn't work, so what about "IVAL", for "Inverse Varying Alternate Line". I know it's not perfect, but it's going to save us typing out Vari&IAL all the time! What do you think?
>
>
> Sam
>
>
>
> 73
> Marc
> wa4ire

13. Re: Basic testing proceedures

Yahoo group: sstv_plus
Date: 2001-07-23 23:58:26 UTC
From: wa4ire@yahoo.com
Topic: 10 Message: 13

Hi Sam,

I would encourage everyone to conduct their own tests of IVAL and post them with pictures showing the results, and also please state the band conditions, band and methodolgy used to conduct the test, and the setup options selected in MMSSTV so that others can duplicate the test and verify your results. Please provide pictorial evidence which shows the results of the test and your impressions, questions and conclusions.

It would be very interesting to test IVAL using all three MMSSTV demodulators (PLL, Cross Over and Hilbert)under varying conditions in order to see which one if any is better. Experiment with the MMSSSTV DSP pass band receive filter selections (Broad, Sharp and Sharpest). You may also want to experiment with the various MMSSTV squelch settings too.

Remember not to use compressed files as a source for a picture sent via IVAL as this will yeild bogus results.

Make sure your IVAL PEP output power is comparable to that of a conventional SSTV transmission (CSSTV) when performing comparison tests between both models.

Due to the fact that CSSTV is being transmitted at 100% duty cycle the average power of such a transmission is also the PEP. So if a CSSTV transmission is being made at 500 watts PEP then the IVAL transmission must be made at 1500 watts PEP in order to ensure that the the IVAL picture information is also transmitted at 500 watts PEP.

Under such conditions the picture information will be transmitted at the same output power for both models. Of course, the IVAL synch pulse will be transmitted at 1500 watts PEP but this is part of the IVAL model we are trying to test in order to determine if IVAL generated images are better than CSSTV generated images. Is there an advantage? Lets find out by testing the theory in the real world.

Due to the fact that USA stations are limited to 1500 watts PEP output the maximum power in the IVAL signal containing the picture information will be aproximately 500 watts PEP for USA stations. However, the synch pulse of the IVAL station will be transmitted at 1500 watts PEP. The duty cycle will be about 35%.

A CSSTV station with a linear capable of 1000 watts continous duty (100%) duty cycle will be transmiting both the synch pulse and the picture information at 1000 watts PEP and will have an apparent 3 DB

power advantage over the IVAL station for the picture information only. However, the IVAL station will still have a power advantage for the synch pulse.

In such a case, A 3 DB power advantage for the picture information of the CSSTV station will probably not make any significant improvement under most conditions at the receiving end. However, shorter linear amplifier tube life may be experienced by a CSSTV station transmitting at 1000 watts PEP continous 100% duty cycle day after day. This adds up to a potential disadvantage when compared to IVAL. More so when the linear amplifier tube(s)cost big bucks to replace.

However, you may want to run comparative tests giving CSSTV the apparent power advantage for the picture information. The results should prove to be very interesting and may be surprisingly different than one might expect when band conditions are less than optimal.

Also we should try testing the IVAL model under a wide variety of band conditions and bands.

Make sure that you are sending pictures that do not have any significant slant because this will affect the IVAL image. Try sending an IVAL picture back to your self by using the internal or external loop back option in MMSSTV with the slant misadjusted so you can recognize what it looks like if it is encounterd in the real world. The resulting image will be very easy to spot and diagnose as a slant related issue and is not a problem with IVAL.

Also it is important to use the MMSSTV TX BPF (band pass filter) and the TX LPF (low pass filter)in order to minimize the possibilty of generating splatter during transmission.

Please share any ideas you may have for testing IVAL with the group. Your input will be greatly appreciated.

Marc
wa4ire

--- In Vari_IAL@y..., "Samuel Hunt" <SamuelHunt@S...> wrote:
> In a message from Marc, it contained this little section (which I've cut out
> of the rest of the message):-
>
> "We need to establish such little things as how set up our transmitters when
> using VariSSTV. What should the average power be verses the peak power. I
> have found that some people are still confused about this point. Should the
> Synch pulse be twice the average power or three times the average power? My
> understanding is that the sync pulse should be three times the

average
> power. If this assumption is correct then I would excite my linear
so that
> the average power is 500 PEP watts and the sync pulse is at 1500
watts PEP
> output. If I run a comparison test using conventional SSTV the
average power
> between the two models (500 watts output) should be used to transmit
> comparison conventional SSTV images. This sort of thing is basic
but needs
> to be addressed and agreed upon by all so the testing will be
repeatable and
> verifiable."
>
> This is a little point which I have actually overlooked - correct
testing
> proceedure!
>
> I will set up a website to detail it, but this is about how they
should be
> run:-
>
> All tests should be run with the fairest possible proceedures. This
means
> that firstly, when we change between Vari and CSSTV, we must change
the
> power. Vari, as per it's specification, runs at 33% the output of
> Conventional SSTV. This means that the power should be increased by
> 3.33333.... times when using Vari for testing. This is difficult to
achieve,
> so let's just call it 3 times.
>
> So, if you're testing CSSTV at 100 watts, then you should test Vari
with
> your power setting set to 300W. This way, the average power is
still the
> same, but the peak power is higher, which is the point of Vari. Not
> compensating means that you are giving CSSTV a big advantage. If
you don't
> compensate, then you will be testing Vari at just 33W, which means
that it's
> an unfair test.
>
> The images also should be sent one after the other. You can make the
> compensation a little easier. When you transmit Vari, set
the "digital
> output level" to full and the VariSSTV on. When you stop
transmitting Vari,
> set the "digital output level" to about 1/3, and the VariSSTV off.
>

> It's a shame really that the Vari and the Digital output level
options
> aren't stored in the profile. If they were, you could just switch
profile. I
> may have a word with Mako.
>
> The reason for transmitting the images one after the other is to
ensure that
> the band conditions change as little as possible. Changing band
conditions
> can be the cause of inconsistent test results (not that we've had
any!)
>
> Also, if anyone has got any images to send to me, please do.
Collection of
> images is important to see if these systems have an advantage over
CSSTV.
>
> Many thanks,
>
> Sam

14. Re: Porch signalling test ***PLEASE READ***

Yahoo group: sstv_plus
Date: 2001-07-24 14:25:07 UTC
From: wa4ire@yahoo.com
Topic: 9 Message: 14

Hi Sam,

Does it make any difference if the Comparison mode is selected when performing the Porch Test?

73
Marc
wa4ire

--- In Vari_IAL@y..., "Samuel Hunt" <SamuelHunt@S...> wrote:
> There was a minor bug in the software version that I sent that meant that if the signalling was too bad, then it didn't update the grade. This would have given erratic results! It is now fixed, and the latest version is at the website and attached to this message.
>
> Many thanks,
>
>
> Sam
> ----- Original Message -----
> From: Samuel Hunt
> To: vari_ial@y...
> Sent: Sunday, July 22, 2001 2:24 PM
> Subject: [Vari_IAL] Porch signalling test
>
>
> One big reason why Mako didn't implement IAL was because he didn't have
> faith in the way that I suggested signalling which were the odd lines and
> which were the evens. This was was to use the porch space to signal if the
> line was transmitted in negative or positive. However, he didn't have faith
> in this.
>
> However, what I have done to actually see if his claims have any real
> foundation in truth was to implement the signalling in the IAL test program.
> Obviously, it is not possible to alter the REAL porch, but I can create a
> "false" porch very easily by making this the first few pixels of the line. I
> calculated that the porch is as wide as 4 pixels. This 4 pixels does not,

> however, have to be in the porch. You can move it across a little
so that it
> is on the image data, which I have done.
>
> Basically, how the signalling is hoped to work is that a white
pulse is a
> negative line, and a dark is a non-negative. Hopefully!
>
> The fear of QRM destroying the entire detection is unfounded.
Normal QRM
> only lasts for about 8 lines, and the rest of the porches are
still correct.
> Using a routine that finds out if the majority of white porches
lie on the
> odd or even lines, then you can make a very good guess as to
which set of
> lines (odd or even) are the negative ones. Decoding of the IAL
image can
> then commence. I had a little idea for realtime decoding as well,
but
> testing of this will come later. At the moment, the routine works
out which
> set of lines is most likely to be the negative set. If it gets it
wrong,
> then the outcome is a negative image, something that isn't too
drastic
> anyway!
>
>
> You can get the latest IAL software version from
www.supersam.co.uk/ial.exe
> , and you will then see the options implemented. It is also
attached to this
> message.
>
> The basic method is:-
>
> 1:- Encode the image as normal
> 2:- Click on "Add "porch test" marks" to add the marks.
> 3:- Transmit as normal
> 4:- Just before you would decode the image, then click
on "Decode "porch
> test" marks" to decode the marks
> 5:- Decode the image as normal
>
> If the image is in negative (I hope not!) then please forward a
copy of the
> still encoded image, and I will analyse it. Anyway, you can still
fix it by
> altering the setting of the "Invert line-flip" checkbox. If it's

checked,
> uncheck it. If it's unchecked, check it. It should then work.
>
> To get this to work, I suggest that during a strong
communication, you use
> MMSSTV's "fine auto-slant" to set your slant correctly off
someone who has
> theirs correct, if you believe that it is wrong. A little slant
won't hurt
> (hopefully), but you will get more accurate decoding, the more
accurate your
> setting is. You can have about 50% of the porches incorrectly
decoded before
> the final decision is made wrongly. This isn't bad!
>
>
> If these preliminary tests work well, then I will create a
routine that
> emulates the "realtime" decoding routine, which would be to
invert the lines
> on a line by line basis. After reception, the choices (which
would have been
> stored) would be analysed, and the best choice made. This way,
the image
> won't have some lines which are correctly chosen and some which
aren't.
>
> There also is a display of the quality of the porches. This goes
in a scale
> from -3 to 3. The explanations:-
>
> -3:- Very poor. Undecidable result, user intervention is probably
going to
> be required
> -2:- Poor. Undecidable result, user intervention is probably
going to be
> required again. However, not so bad
> -1:- Undecided. Poor result, user intervention is not often
required, but it
> is by no means sure of the choice it has made
> 0:- Borderline. It is at this level that it will probably be
correct most of
> the time, but it is not at all certain
> 1:- Acceptable. User intervention will be rarely needed
> 2:- Good. At this level, it will be a rare occurance that it gets
it wrong
> 3:- Excellent. There is more than a 95% majority in favour of the
final
> choice. The program can be very sure of it's decision. It should
hopefully

> be the correct decision in all cases.
>
> If you get any images which have been chosen wrongly and are at
or above
> level 0, then PLEASE send them to me. At levels 2 and 3, the
choice should
> be very reliable.
>
> Under simulated conditions (ignoring static crashes), the signal
only really
> fails at level -3. However, in simulated S:N conditions (Noise
being 20dB
> over signal), I have noted failures at level -1.
>
> I would like to think that most images are at level 3. Level 2 is
fine also.
> Below level 0, the result may be correct, but it has been noted
that under
> extreme noise conditions, noise has caused the level to creep
back up as
> high as -1, and the decision was wrong.
>
> The detector to detect if a line is a negative or positive line
is very much
> experimental. Since these lines can't be IALed, then they are
suceptable to
> colour shifts. Therefore, the detector has to work on two lines
at a time,
> working out if a certain pixel is lighter on the odd line or the
even line.
> This makes it more robust to some noise, but less robust to
others. It's a
> game of weighing up the best way to decode the signalling.
>
> The Porch signalling, as I mentioned, is the most dubious area of
the system
> at the moment. However, I am hoping that we can prove that this
signalling
> method IS reliable. Therefore, I have done the grading test.
>
>
> After about a week, after most people (hopefully) have tried the
signalling
> tests. It is then that I will run a vote (which I would ask you
all to
> answer fairly in) whereby you will be able to vote which level
you get most
> often, and if it is, generally, reliable. This will run for a few
days, and
> the results will afterwards be processed and put onto the

evidence website.
> If I feel that it cannot give the correct result enough, and it
does not
> have a good enough margin of error, then I will refine the
decoding method,
> and repost it so that you can all try a different method. After
all, that is
> what this group is about!
>
>
>
> I want to press on with this development, so that we have tested
all of the
> standard to the best of our ability. Then, we are ready for any
programmer
> that wishes to implement it.
>
> My preliminary tests with the system are proving to be effective.
These
> "porch tests" are a little unfair, actually, since the "porches"
that are
> being added are being transmitted at the power of that channel. I
would
> like, eventually, these porches to be transmitted at 100%
amplitude (in the
> Vari part of it), along with the synchs. This will make them
about 3 times
> as reliable. However, if the tests prove to be reliable with this
setup,
> then the argument will be even better, since we are proving that
even at
> 1/3rd of the power, the porches can be reliably decoded.
>
> Sam
>
>
>
> To unsubscribe from this group, send an email to:
> Vari_IAL-unsubscribe@y...
>
> Your moderators are Marc Guitard and Samuel Hunt
>
>
>
> Your use of Yahoo! Groups is subject to the Yahoo! Terms of
Service.

15. Re: Porch signalling test ***PLEASE READ***

Yahoo group: sstv_plus
Date: 2001-07-24 14:22:36 UTC
From: wa4ire@yahoo.com
Topic: 9 Message: 15

Hello,

K9SYL, WB0YDI and I conducted our first Porch test last night on 20 meters. The initial results from this test appear to indicate that porch signalling worked well for signals S5 and above even when strong SCI (Same Channel Interference) and CCI (Co-channel Interference) was present. Only positive images were observed under these conditions.

However, when the IVAL signal was in or near the noise level negative images started to appear.

We plan on doing more porch testing tonight. Of course, a more detailed report will follow.

So far the Porch Signalling model looks very promising.

73
Marc
wa4ire

--- In Vari_IAL@y..., "Samuel Hunt" <SamuelHunt@S...> wrote:
> There was a minor bug in the software version that I sent that meant that if the signalling was too bad, then it didn't update the grade. This would have given erratic results! It is now fixed, and the latest version is at the website and attached to this message.
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> Many thanks,
>
>
> Sam
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> Sent: Sunday, July 22, 2001 2:24 PM
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> foundation in truth was to implement the signalling in the IAL
test program.
> Obviously, it is not possible to alter the REAL porch, but I can
create a
> "false" porch very easily by making this the first few pixels of
the line. I
> calculated that the porch is as wide as 4 pixels. This 4 pixels
does not,
> however, have to be in the porch. You can move it across a little
so that it
> is on the image data, which I have done.
>
> Basically, how the signalling is hoped to work is that a white
pulse is a
> negative line, and a dark is a non-negative. Hopefully!
>
> The fear of QRM destroying the entire detection is unfounded.
Normal QRM
> only lasts for about 8 lines, and the rest of the porches are
still correct.
> Using a routine that finds out if the majority of white porches
lie on the
> odd or even lines, then you can make a very good guess as to
which set of
> lines (odd or even) are the negative ones. Decoding of the IAL
image can
> then commence. I had a little idea for realtime decoding as well,
but
> testing of this will come later. At the moment, the routine works
out which
> set of lines is most likely to be the negative set. If it gets it
wrong,
> then the outcome is a negative image, something that isn't too
drastic
> anyway!
>
>
> You can get the latest IAL software version from
www.supersam.co.uk/ial.exe
> , and you will then see the options implemented. It is also
attached to this
> message.
>
> The basic method is:-
>
> 1:- Encode the image as normal

> 2:- Click on "Add "porch test" marks" to add the marks.
> 3:- Transmit as normal
> 4:- Just before you would decode the image, then click
on "Decode "porch
> test" marks" to decode the marks
> 5:- Decode the image as normal
>
> If the image is in negative (I hope not!) then please forward a
copy of the
> still encoded image, and I will analyse it. Anyway, you can still
fix it by
> altering the setting of the "Invert line-flip" checkbox. If it's
checked,
> uncheck it. If it's unchecked, check it. It should then work.
>
> To get this to work, I suggest that during a strong
communication, you use
> MMSSTV's "fine auto-slant" to set your slant correctly off
someone who has
> theirs correct, if you believe that it is wrong. A little slant
won't hurt
> (hopefully), but you will get more accurate decoding, the more
accurate your
> setting is. You can have about 50% of the porches incorrectly
decoded before
> the final decision is made wrongly. This isn't bad!
>
>
> If these preliminary tests work well, then I will create a
routine that
> emulates the "realtime" decoding routine, which would be to
invert the lines
> on a line by line basis. After reception, the choices (which
would have been
> stored) would be analysed, and the best choice made. This way,
the image
> won't have some lines which are correctly chosen and some which
aren't.
>
> There also is a display of the quality of the porches. This goes
in a scale
> from -3 to 3. The explanations:-
>
> -3:- Very poor. Undecidable result, user intervention is probably
going to
> be required
> -2:- Poor. Undecidable result, user intervention is probably
going to be
> required again. However, not so bad
> -1:- Undecided. Poor result, user intervention is not often

required, but it
> is by no means sure of the choice it has made
> 0:- Borderline. It is at this level that it will probably be
correct most of
> the time, but it is not at all certain
> 1:- Acceptable. User intervention will be rarely needed
> 2:- Good. At this level, it will be a rare occurance that it gets
it wrong
> 3:- Excellent. There is more than a 95% majority in favour of the
final
> choice. The program can be very sure of it's decision. It should
hopefully
> be the correct decision in all cases.
>
> If you get any images which have been chosen wrongly and are at
or above
> level 0, then PLEASE send them to me. At levels 2 and 3, the
choice should
> be very reliable.
>
> Under simulated conditions (ignoring static crashes), the signal
only really
> fails at level -3. However, in simulated S:N conditions (Noise
being 20dB
> over signal), I have noted failures at level -1.
>
> I would like to think that most images are at level 3. Level 2 is
fine also.
> Below level 0, the result may be correct, but it has been noted
that under
> extreme noise conditions, noise has caused the level to creep
back up as
> high as -1, and the decision was wrong.
>
> The detector to detect if a line is a negative or positive line
is very much
> experimental. Since these lines can't be IALed, then they are
suceptable to
> colour shifts. Therefore, the detector has to work on two lines
at a time,
> working out if a certain pixel is lighter on the odd line or the
even line.
> This makes it more robust to some noise, but less robust to
others. It's a
> game of weighing up the best way to decode the signalling.
>
> The Porch signalling, as I mentioned, is the most dubious area of
the system
> at the moment. However, I am hoping that we can prove that this
signalling

> method IS reliable. Therefore, I have done the grading test.
>
>
> After about a week, after most people (hopefully) have tried the
signalling
> tests. It is then that I will run a vote (which I would ask you
all to
> answer fairly in) whereby you will be able to vote which level
you get most
> often, and if it is, generally, reliable. This will run for a few
days, and
> the results will afterwards be processed and put onto the
evidence website.
> If I feel that it cannot give the correct result enough, and it
does not
> have a good enough margin of error, then I will refine the
decoding method,
> and repost it so that you can all try a different method. After
all, that is
> what this group is about!
>
>
>
> I want to press on with this development, so that we have tested
all of the
> standard to the best of our ability. Then, we are ready for any
programmer
> that wishes to implement it.
>
> My preliminary tests with the system are proving to be effective.
These
> "porch tests" are a little unfair, actually, since the "porches"
that are
> being added are being transmitted at the power of that channel. I
would
> like, eventually, these porches to be transmitted at 100%
amplitude (in the
> Vari part of it), along with the synchs. This will make them
about 3 times
> as reliable. However, if the tests prove to be reliable with this
setup,
> then the argument will be even better, since we are proving that
even at
> 1/3rd of the power, the porches can be reliably decoded.
>
> Sam
>
>
>
> To unsubscribe from this group, send an email to:

> Vari_IAL-unsubscribe@y...
>
> Your moderators are Marc Guitard and Samuel Hunt
>
>
>
> Your use of Yahoo! Groups is subject to the Yahoo! Terms of
Service.

16. Re: Basic testing proceedures

Yahoo group: sstv_plus
Date: 2001-07-24 15:53:09 UTC
From: wa4ire@yahoo.com
Topic: 10 Message: 16

Hello,

By the way, if you are interested in testing IVAL with me, or you just want to try it out for the fun of it feel free to arrange a SKED with me and we can meet on the air, or feel free to give me a call if your hear me on 20 meters. If you are a SWL your input is also valued.

You can find me on 14.227, 14.233 or 14.236 nightly from 04:30 UTC 07:00 UTC and even later on weekends. If conditions are good I usually have the beam pointed at Europe. I would enjoy trading IVAL pictures with my friends in Europe.

Whether you are a Ham or a SWL I would appreciate you sending any IVAL test pictures you may observe, or any VariSSTV images you encounter along with your comments to Sam Hunt or myself (wa4ire@...) so we can determine how VariSSTV and IVAL are being received all over the world.

73
Marc
wa4ire
wa4ire

73
Marc
wa4ire

--- In Vari_IAL@y..., wa4ire@y... wrote:
> Hi Sam,
>
> I would encourage everyone to conduct their own tests of IVAL and
> post them with pictures showing the results, and also please state
> the band conditions, band and methodolgy used to conduct the test,
> and the setup options selected in MMSSTV so that others can
duplicate
> the test and verify your results. Please provide pictorial evidence
> which shows the results of the test and your impressions, questions
> and conclusions.
>
> It would be very interesting to test IVAL using all three MMSSTV
> demodulators (PLL, Cross Over and Hilbert)under varying conditions
in
> order to see which one if any is better. Experiment with the
MMSSSTV
> DSP pass band receive filter selections (Broad, Sharp and
Sharpest).

> You may also want to experiment with the various MMSSTV squelch
> settings too.
>
> Remember not to use compressed files as a source for a picture sent
> via IVAL as this will yeild bogus results.
>
> Make sure your IVAL PEP output power is comparable to that of a
> conventional SSTV transmission (CSSTV) when performing comparison
> tests between both models.
>
> Due to the fact that CSSTV is being transmitted at 100% duty cycle
> the average power of such a transmission is also the PEP. So if a
> CSSTV transmission is being made at 500 watts PEP then the IVAL
> transmission must be made at 1500 watts PEP in order to ensure that
> the the IVAL picture information is also transmitted at 500 watts
> PEP.
>
> Under such conditions the picture information will be transmitted
at
> the same output power for both models. Of course, the IVAL synch
> pulse will be transmitted at 1500 watts PEP but this is part of the
> IVAL model we are trying to test in order to determine if IVAL
> generated images are better than CSSTV generated images. Is there
an
> advantage? Lets find out by testing the theory in the real world.
>
> Due to the fact that USA stations are limited to 1500 watts PEP
output
> the maximum power in the IVAL signal containing the picture
> information will be aproximately 500 watts PEP for USA stations.
> However, the synch pulse of the IVAL station will be transmitted at
> 1500 watts PEP. The duty cycle will be about 35%.
>
> A CSSTV station with a linear capable of 1000 watts continous duty
> (100%) duty cycle will be transmiting both the synch pulse and the
> picture information at 1000 watts PEP and will have an apparent 3
DB
> power advantage over the IVAL station for the picture information
> only. However, the IVAL station will still have a power advantage
for
> the synch pulse.
>
> In such a case, A 3 DB power advantage for the picture information
of
> the CSSTV station will probably not make any significant
improvement
> under most conditions at the receiving end. However, shorter linear
> amplifier tube life may be experienced by a CSSTV station
> transmitting at 1000 watts PEP continous 100% duty cycle day after
> day. This adds up to a potential disadvantage when compared to

IVAL.
> More so when the linear amplifier tube(s)cost big bucks to replace.
>
> However, you may want to run comparative tests giving CSSTV the
> apparent power advantage for the picture information. The results
> should prove to be very interesting and may be surprisingly
different
> than one might expect when band conditions are less than optimal.
>
> Also we should try testing the IVAL model under a wide variety of
> band conditions and bands.
>
> Make sure that you are sending pictures that do not have any
> significant slant because this will affect the IVAL image. Try
> sending an IVAL picture back to your self by using the internal or
> external loop back option in MMSSTV with the slant misadjusted so
you
> can recognize what it looks like if it is encounterd in the real
> world. The resulting image will be very easy to spot and diagnose
as
> a slant related issue and is not a problem with IVAL.
>
> Also it is important to use the MMSSTV TX BPF (band pass filter)
and
> the TX LPF (low pass filter)in order to minimize the possibilty of
> generating splatter during transmission.
>
> Please share any ideas you may have for testing IVAL with the
group.
> Your input will be greatly appreciated.
>
> Marc
> wa4ire
>
>
>
> --- In Vari_IAL@y..., "Samuel Hunt" <SamuelHunt@S...> wrote:
> > In a message from Marc, it contained this little section (which
> I've cut out
> > of the rest of the message):-
> >
> > "We need to establish such little things as how set up our
> transmitters when
> > using VariSSTV. What should the average power be verses the peak
> power. I
> > have found that some people are still confused about this point.
> Should the
> > Synch pulse be twice the average power or three times the average
> power? My
> > understanding is that the sync pulse should be three times the

> average
> > power. If this assumption is correct then I would excite my
linear
> so that
> > the average power is 500 PEP watts and the sync pulse is at 1500
> watts PEP
> > output. If I run a comparison test using conventional SSTV the
> average power
> > between the two models (500 watts output) should be used to
transmit
> > comparison conventional SSTV images. This sort of thing is basic
> but needs
> > to be addressed and agreed upon by all so the testing will be
> repeatable and
> > verifiable."
> >
> > This is a little point which I have actually overlooked - correct
> testing
> > proceedure!
> >
> > I will set up a website to detail it, but this is about how they
> should be
> > run:-
> >
> > All tests should be run with the fairest possible proceedures.
This
> means
> > that firstly, when we change between Vari and CSSTV, we must
change
> the
> > power. Vari, as per it's specification, runs at 33% the output of
> > Conventional SSTV. This means that the power should be increased
by
> > 3.33333.... times when using Vari for testing. This is difficult
to
> achieve,
> > so let's just call it 3 times.
> >
> > So, if you're testing CSSTV at 100 watts, then you should test
Vari
> with
> > your power setting set to 300W. This way, the average power is
> still the
> > same, but the peak power is higher, which is the point of Vari.
Not
> > compensating means that you are giving CSSTV a big advantage. If
> you don't
> > compensate, then you will be testing Vari at just 33W, which
means
> that it's

> > an unfair test.
> >
> > The images also should be sent one after the other. You can make
the
> > compensation a little easier. When you transmit Vari, set
> the "digital
> > output level" to full and the VariSSTV on. When you stop
> transmitting Vari,
> > set the "digital output level" to about 1/3, and the VariSSTV off.
> >
> > It's a shame really that the Vari and the Digital output level
> options
> > aren't stored in the profile. If they were, you could just switch
> profile. I
> > may have a word with Mako.
> >
> > The reason for transmitting the images one after the other is to
> ensure that
> > the band conditions change as little as possible. Changing band
> conditions
> > can be the cause of inconsistent test results (not that we've had
> any!)
> >
> > Also, if anyone has got any images to send to me, please do.
> Collection of
> > images is important to see if these systems have an advantage
over
> CSSTV.
> >
> > Many thanks,
> >
> > Sam

17. Re: [Vari_IAL] Re: Porch signalling test ***PLEASE READ***

Yahoo group: sstv_plus
Date: 2001-07-24 18:17:36 UTC
From: Samuel Hunt
Topic: 9 Message: 17

----- Original Message -----
From: wa4ire@...
To: Vari_IAL@yahoogroups.com
Sent: Tuesday, July 24, 2001 3:25 PM
Subject: [Vari_IAL] Re: Porch signalling test ***PLEASE READ***

Hi Sam,

Does it make any difference if the Comparison mode is selected when
performing the Porch Test?

Not at all. Just make sure that you put the signalling marks on AFTER encoding, not before, otherwise strange things may result!

Also, decode the porch marks BEFORE decoding the IAL.

When you test, I do not suppose that you took any notice of the level? This is very interesting to me, since then I have a good idea how it is preforming. Do you know the level which it comes up with most often? What level is it at when it turns negative? Can you get it up to level 3?

Many thanks,

Sam

73
Marc
wa4ire

--- In Vari_IAL@y..., "Samuel Hunt" <SamuelHunt@S...> wrote:
> There was a minor bug in the software version that I sent that
meant that if the signalling was too bad, then it didn't update the
grade. This would have given erratic results! It is now fixed, and
the latest version is at the website and attached to this message.
>
> Many thanks,
>
>
> Sam
> ----- Original Message -----
> From: Samuel Hunt
> To: vari_ial@y...
> Sent: Sunday, July 22, 2001 2:24 PM
> Subject: [Vari_IAL] Porch signalling test
>
>
> One big reason why Mako didn't implement IAL was because he

didn't have
> faith in the way that I suggested signalling which were the odd
lines and
> which were the evens. This was was to use the porch space to
signal if the
> line was transmitted in negative or positive. However, he didn't
have faith
> in this.
>
> However, what I have done to actually see if his claims have any
real
> foundation in truth was to implement the signalling in the IAL
test program.
> Obviously, it is not possible to alter the REAL porch, but I can
create a
> "false" porch very easily by making this the first few pixels of
the line. I
> calculated that the porch is as wide as 4 pixels. This 4 pixels
does not,
> however, have to be in the porch. You can move it across a little
so that it
> is on the image data, which I have done.
>
> Basically, how the signalling is hoped to work is that a white
pulse is a
> negative line, and a dark is a non-negative. Hopefully!
>
> The fear of QRM destroying the entire detection is unfounded.
Normal QRM
> only lasts for about 8 lines, and the rest of the porches are
still correct.
> Using a routine that finds out if the majority of white porches
lie on the
> odd or even lines, then you can make a very good guess as to
which set of
> lines (odd or even) are the negative ones. Decoding of the IAL
image can
> then commence. I had a little idea for realtime decoding as well,
but
> testing of this will come later. At the moment, the routine works
out which
> set of lines is most likely to be the negative set. If it gets it
wrong,
> then the outcome is a negative image, something that isn't too
drastic
> anyway!
>
>
> You can get the latest IAL software version from
www.supersam.co.uk/ial.exe

> , and you will then see the options implemented. It is also
attached to this
> message.
>
> The basic method is:-
>
> 1:- Encode the image as normal
> 2:- Click on "Add "porch test" marks" to add the marks.
> 3:- Transmit as normal
> 4:- Just before you would decode the image, then click
on "Decode "porch
> test" marks" to decode the marks
> 5:- Decode the image as normal
>
> If the image is in negative (I hope not!) then please forward a
copy of the
> still encoded image, and I will analyse it. Anyway, you can still
fix it by
> altering the setting of the "Invert line-flip" checkbox. If it's
checked,
> uncheck it. If it's unchecked, check it. It should then work.
>
> To get this to work, I suggest that during a strong
communication, you use
> MMSSTV's "fine auto-slant" to set your slant correctly off
someone who has
> theirs correct, if you believe that it is wrong. A little slant
won't hurt
> (hopefully), but you will get more accurate decoding, the more
accurate your
> setting is. You can have about 50% of the porches incorrectly
decoded before
> the final decision is made wrongly. This isn't bad!
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>
> If these preliminary tests work well, then I will create a
routine that
> emulates the "realtime" decoding routine, which would be to
invert the lines
> on a line by line basis. After reception, the choices (which
would have been
> stored) would be analysed, and the best choice made. This way,
the image
> won't have some lines which are correctly chosen and some which
aren't.
>
> There also is a display of the quality of the porches. This goes
in a scale
> from -3 to 3. The explanations:-
>

> -3:- Very poor. Undecidable result, user intervention is probably
going to
> be required
> -2:- Poor. Undecidable result, user intervention is probably
going to be
> required again. However, not so bad
> -1:- Undecided. Poor result, user intervention is not often
required, but it
> is by no means sure of the choice it has made
> 0:- Borderline. It is at this level that it will probably be
correct most of
> the time, but it is not at all certain
> 1:- Acceptable. User intervention will be rarely needed
> 2:- Good. At this level, it will be a rare occurance that it gets
it wrong
> 3:- Excellent. There is more than a 95% majority in favour of the
final
> choice. The program can be very sure of it's decision. It should
hopefully
> be the correct decision in all cases.
>
> If you get any images which have been chosen wrongly and are at
or above
> level 0, then PLEASE send them to me. At levels 2 and 3, the
choice should
> be very reliable.
>
> Under simulated conditions (ignoring static crashes), the signal
only really
> fails at level -3. However, in simulated S:N conditions (Noise
being 20dB
> over signal), I have noted failures at level -1.
>
> I would like to think that most images are at level 3. Level 2 is
fine also.
> Below level 0, the result may be correct, but it has been noted
that under
> extreme noise conditions, noise has caused the level to creep
back up as
> high as -1, and the decision was wrong.
>
> The detector to detect if a line is a negative or positive line
is very much
> experimental. Since these lines can't be IALed, then they are
suceptable to
> colour shifts. Therefore, the detector has to work on two lines
at a time,
> working out if a certain pixel is lighter on the odd line or the
even line.
> This makes it more robust to some noise, but less robust to

others. It's a
> game of weighing up the best way to decode the signalling.
>
> The Porch signalling, as I mentioned, is the most dubious area of
the system
> at the moment. However, I am hoping that we can prove that this
signalling
> method IS reliable. Therefore, I have done the grading test.
>
>
> After about a week, after most people (hopefully) have tried the
signalling
> tests. It is then that I will run a vote (which I would ask you
all to
> answer fairly in) whereby you will be able to vote which level
you get most
> often, and if it is, generally, reliable. This will run for a few
days, and
> the results will afterwards be processed and put onto the
evidence website.
> If I feel that it cannot give the correct result enough, and it
does not
> have a good enough margin of error, then I will refine the
decoding method,
> and repost it so that you can all try a different method. After
all, that is
> what this group is about!
>
>
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> I want to press on with this development, so that we have tested
all of the
> standard to the best of our ability. Then, we are ready for any
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> that wishes to implement it.
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> My preliminary tests with the system are proving to be effective.
These
> "porch tests" are a little unfair, actually, since the "porches"
that are
> being added are being transmitted at the power of that channel. I
would
> like, eventually, these porches to be transmitted at 100%
amplitude (in the
> Vari part of it), along with the synchs. This will make them
about 3 times
> as reliable. However, if the tests prove to be reliable with this
setup,
> then the argument will be even better, since we are proving that
even at

> 1/3rd of the power, the porches can be reliably decoded.
>
> Sam
>
>
>
> To unsubscribe from this group, send an email to:
> Vari_IAL-unsubscribe@y...
>
> Your moderators are Marc Guitard and Samuel Hunt
>
>
>
> Your use of Yahoo! Groups is subject to the Yahoo! Terms of
Service.

To unsubscribe from this group, send an email to:
Vari_IAL-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

Your use of Yahoo! Groups is subject to the Yahoo! Terms of Service.

18. Re: Fw: [MM-SSTV] VariSSTV

Yahoo group: sstv_plus
Date: 2001-07-25 17:25:29 UTC
From: wa4ire@yahoo.com
Topic: 3 Message: 18

Hi Dudley,

My Titan II linear and TS-950SDX also love VariSSTV.

Sam has written a brief White Paper describing VariSSTV at WWW.Supersam.com.co.uk/sstvpwer/htm. After reading this paper it appears that VarriSSTV has three major advantages over Conventional SSTV.

1. The duty cycle is reduced from 100% down to less than 35%.
2. Noise or noise lines are less noticable.
3. All things being equal, the picture quality should normally be better because of the robust synch pulse used in VariSSTV.

The importance of the synch pulse should not be underestimated in any SSTV model. Again please read Sam's White Paper for more information. After reading this paper you will see why it is more important to have more power in the synch pulse than the picture information.

For those of you who are using a Heathkit SB-220 amplifier (or something similar) which typically generates about 900 watts PEP output power you can transmit the VariSSTV synch pulse at 900 watts PEP output and the picture information at about 300 watts PEP output all day long.

Now if you go back to transmitting CSSTV with the SB-220 you will will probably excite the SB-220 to get about 200 to 300 watts PEP output power for a very limited time. In this case the picture information and the synch pulse are being transmitted at 300 watts PEP output.

Under the conditions cited in the previous example VariSSTV has a definite synch pulse advantage and the SB-220 using VariSSTV will run much cooler because of the reduced duty cycle.

From my experience and testing I have observed that VariSSTV does indeed offer the three advantages cited above over conventional SSTV.

The VariSSTV model is brilliant. The advantages are real and verifiable if one takes the time to investigate the claims by fair and impartial testing.

73
Marc
wa4ire

--- In Vari_IAL@y..., "Samuel Hunt" <SamuelHunt@S...> wrote:
>

> ----- Original Message -----
> From: Dudley D
> To: MM-SSTV@y...
> Sent: Saturday, July 21, 2001 3:31 AM
> Subject: Re: [MM-SSTV] VariSSTV
>
>
> Greetings to all.
>
> I really only wanted to add my "Two Bob's" worth in,
> on the debate and decussion that is being tossed
> around among the users of MMSSTV and VariSSTV.
>
> I run a very basic inverted vee cut for 20mtrs, with
> my tranceiver being of valve finals. Since the
> inclusion of VariSSTV in MMSSTV, i am very happy with
> the results that i am getting. The amount of "stress"
> that is put on the finals without running VariSSTV is
> a bit on the scary side to say the least, that is of
> cause if you want to run at, lets say, 60-70 watts.
>
> With VariSSTV activated, there is a considerable
> amount of reduction of duty cycle and "stress" on the
> finals. I can now chug along with confidence at the
> same amount of drive and see on the meters that
> VariSSTV is doing what it was designed for.
>
> Please persist with testing and have a play with it as
> i have and i am sure you will also see the difference.
>
> Rgards VK6KBY Dudley
>
> _____
> Do You Yahoo!?
> Make international calls for as low as $.04/minute with Yahoo!
Messenger
> http://phonecard.yahoo.com/
>
> To unsubscribe from this group, send an email to:
> MM-SSTV-unsubscribe@y...
>
>
>
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19. VariSSTV and IAL (IVAL) Home page

Yahoo group: sstv_plus
Date: 2001-07-25 15:25:45 UTC
From: Samuel Hunt
Topic: 19 Message: 19

I have created an official home page for VariSSTV and IAL to bring them together. Also, when they are used together, they are now known as IVAL. This is a much easier way to say that they are being used together than typing in Vari&IAL every time.

You can see it at www.supersam.co.uk/vari_ial.htm. If anyone has any comments on it, please don't hesitate to contact me.

What are Vari and IAL? VariSSTV is a way whereby each colour channel (R, G and B) are transmitted at a different power, and the synch is transmitted at a higher power than normal. This gives you less noise on the picture, and a more reliable synch. IAL is a method whereby co-channel inteference is removed (in most cases) and in all cases, dramatically reduced. Visit the website for more information.

If any of you have websites, please put the link to the honepage up on there. If you let me know your website address, I will put your website up. This will assist search engine spiders, and so will (hopefully) help to get the pages listed in some directory somewhere!

Anyway, if you are interested in Vari, IVAL or IAL, please do not forget to look
at the Yahoogroup, and feel free to subscribe. It is there that we discuss all of the testing and useage of the systems. You can find out more at http://groups.yahoo.com/group/Vari_IAL.

If you are interested in SSTV, then try IVAL. You may like it! All tests are all looking good for it at the moment, so why don't you join in?

Sam

20. Re: Porch signalling test ***PLEASE READ***

Yahoo group: sstv_plus
Date: 2001-07-27 13:27:42 UTC
From: wa4ire@yahoo.com
Topic: 9 Message: 20

Hello,

K9SYL, WB0YDI and I conducted our second porch signalling test recently on 20 meters. The results from this test appear to indicate that porch signalling worked not only for moderate to strong IAL signals but even when IAL signals were equal to or slightly stronger than the noise floor even in the presence of very strong QRM. No negative images were decoded from the fourteen IAL pictures received.

Of course the first test experienced two IAL pictures which were received mostly below the noise floor of the receiver and decoded as negative images.

The test resluts appear to indicate that porch signalling will work OK, even in the presence of strong QRM. This is encouraging especially when you consider the following quote from Sam.

"These "porch tests" are a little unfair, actually, since the "porches" that are being added are being transmitted at the power of that channel. I would like, eventually, these porches to be transmitted at 100% amplitude (in the Vari part of it), along with the synchs. This will make them about 3 times as reliable. However, if the tests prove to be reliable with this setup, then the argument will be even better, since we are proving that even at 1/3rd of the power, the porches can be reliably decoded."

It looks like Porch signalling will work even under the worst of band conditions in its present form and will work even better if implemented in the manner that Sam has described above.

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Marc
wa4ire

--- In Vari_IAL@y..., wa4ire@y... wrote:
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> meters. The initial results from this test appear to indicate that
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> these conditions.
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> However, when the IVAL signal was in or near the noise level
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> images started to appear.

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> We plan on doing more porch testing tonight. Of course, a more
> detailed report will follow.
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> So far the Porch Signalling model looks very promising.
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> --- In Vari_IAL@y..., "Samuel Hunt" <SamuelHunt@S...> wrote:
> > There was a minor bug in the software version that I sent that
> meant that if the signalling was too bad, then it didn't update the
> grade. This would have given erratic results! It is now fixed, and
> the latest version is at the website and attached to this message.
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> > Many thanks,
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> > ----- Original Message -----
> > From: Samuel Hunt
> > To: vari_ial@y...
> > Sent: Sunday, July 22, 2001 2:24 PM
> > Subject: [Vari_IAL] Porch signalling test
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> > 2:- Click on "Add "porch test" marks" to add the marks.
> > 3:- Transmit as normal
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> on "Decode "porch
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> > To unsubscribe from this group, send an email to:
> > Vari_IAL-unsubscribe@y...
> >
> > Your moderators are Marc Guitard and Samuel Hunt
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21. Re: [Vari_IAL] Re: Porch signalling test ***PLEASE READ***

Yahoo group: sstv_plus
Date: 2001-07-27 18:05:30 UTC
From: Samuel Hunt
Topic: 9 Message: 21

----- Original Message -----
From: wa4ire@...
To: Vari_IAL@yahoogroups.com
Sent: Friday, July 27, 2001 2:27 PM
Subject: [Vari_IAL] Re: Porch signalling test ***PLEASE READ***

Hello,

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The test resluts appear to indicate that porch signalling will work OK, even in the presence of strong QRM. This is encouraging especially when you consider the following quote from Sam.

"These "porch tests" are a little unfair, actually, since the "porches" that are being added are being transmitted at the power of that channel. I would like, eventually, these porches to be transmitted at 100% amplitude (in the Vari part of it), along with the synchs. This will make them about 3 times as reliable. However, if the tests prove to be reliable with this setup, then the argument will be even better, since we are proving that even at 1/3rd of the power, the porches can be reliably decoded."

It looks like Porch signalling will work even under the worst of band conditions in its present form and will work even better if implemented in the manner that Sam has described above.

This is good. I had not believed Mako for one moment when he said that it wouldn't work, because it's essentially having 256 bits just to signal 1 bit (negative or positive odd lines). This is an incredible amount of redundancy, and could be expressed as a FEC of 1/256!

I think that the porch signalling is a success. The only problem if it gets it "wrong" is a negative image, but even that isn't difficult to fix (one click of an invert button). I have every confidence with the IVAL model, under all conditions. I think that it is sheer madness for anyone to say that the system will not improve the quality.

Have we not all SEEN that it will do this - improve the quality.

I feel that it time for us to start drawing our testings to a conclusion. I started off unbiased. I knew that I had invented the system, yes, but I did not feel that I MUST support it because of this. I instead stayed unbiased for as long as I could, but the overwhelming amount of evidence showing that IVAL presents an advantage has swayed me to say that it does have an advantage.

I can now be confident enough to take this back onto some other reflector, to tell other people of our findings. Do not forget, the only reason we set up this reflector was to find out about if IAL will fix the colour shifts. How do you all feel about this - do you think that we ought to:-

1:- Test some more
2:- Conclude the tests and send a nice message to Mako
2:- Conclude the tests and start the thread again on the MMSSTV reflector.

It is probably best to hear from all of the main testers about how they feel.

Anyway, in a message from Marc to me, it had this:-

"...I would like to take this opportunity to thank Dave, WB0YDI and Syl, K9SYL for their invaluable assistance. Both Dave and Syl have participated in all the IVAL tests conducted thus far and their participation is greatly appreciated..."

I also would like to thank Dave, Marc and Syl for their assistance. They have been the best testers of this system so far! There have been many other testers, too many to list, but your help also has been very important.

Many thanks to ALL involved with testing. Even if your results were poor, I must still thank you if you tested FAIRLY!

Sam

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Marc
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22. Re: Porch signalling test ***PLEASE READ***

Yahoo group: sstv_plus
Date: 2001-07-27 23:21:27 UTC
From: wa4ire@yahoo.com
Topic: 9 Message: 22

Hi Sam,

I would like to conduct one more test over the weekend with K9SYL and WB0YDI. I would like to set up a test that will compare the quality of CSSTV vs IVAL for weak to moderate signal strengths by sending a picture using CSSTV then very quickly sending the same picture using IVAL in the comparison mode.

Also I would like to transmit several pictures to K9SYL and WB0YDI in the same manner with high power for both models just to balance things out.

I feel that such a test will allow the viewer to compare both models in order to determine which model generates the best quality image for a given signal strength under similar band conditions.

Of course only one test would not be definitive. However I still think that such a test would be beneficial and may encourage others to perform their own tests.

73
Marc
wa4ire

--- In Vari_IAL@y..., "Samuel Hunt" <SamuelHunt@S...> wrote:
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power
> of that channel. I would like, eventually, these porches to be
> transmitted at 100% amplitude (in the Vari part of it), along
with
> the synchs. This will make them about 3 times as reliable.
However,
> if the tests prove to be reliable with this setup, then the
argument
> will be even better, since we are proving that even at 1/3rd of
the
> power, the porches can be reliably decoded."
>
> It looks like Porch signalling will work even under the worst of
band
> conditions in its present form and will work even better if
> implemented in the manner that Sam has described above.
>
> This is good. I had not believed Mako for one moment when he said
that it wouldn't work, because it's essentially having 256 bits just
to signal 1 bit (negative or positive odd lines). This is an
incredible amount of redundancy, and could be expressed as a FEC of
1/256!
>
> I think that the porch signalling is a success. The only problem if
it gets it "wrong" is a negative image, but even that isn't difficult
to fix (one click of an invert button). I have every confidence with
the IVAL model, under all conditions. I think that it is sheer
madness for anyone to say that the system will not improve the
quality.
>
> Have we not all SEEN that it will do this - improve the quality.
>
> I feel that it time for us to start drawing our testings to a
conclusion. I started off unbiased. I knew that I had invented the
system, yes, but I did not feel that I MUST support it because of
this. I instead stayed unbiased for as long as I could, but the
overwhelming amount of evidence showing that IVAL presents an
advantage has swayed me to say that it does have an advantage.
>

> I can now be confident enough to take this back onto some other
reflector, to tell other people of our findings. Do not forget, the
only reason we set up this reflector was to find out about if IAL
will fix the colour shifts. How do you all feel about this - do you
think that we ought to:-
>
> 1:- Test some more
> 2:- Conclude the tests and send a nice message to Mako
> 2:- Conclude the tests and start the thread again on the MMSSTV
reflector.
>
>
> It is probably best to hear from all of the main testers about how
they feel.
>
> Anyway, in a message from Marc to me, it had this:-
>
> "...I would like to take this opportunity to thank Dave, WB0YDI and
Syl, K9SYL for their invaluable assistance. Both Dave and Syl have
participated in all the IVAL tests conducted thus far and their
participation is greatly appreciated..."
>
> I also would like to thank Dave, Marc and Syl for their assistance.
They have been the best testers of this system so far! There have
been many other testers, too many to list, but your help also has
been very important.
>
> Many thanks to ALL involved with testing. Even if your results were
poor, I must still thank you if you tested FAIRLY!
>
> Sam
>
>
> 73
> Marc
> wa4ire
>
>
>
>
>
>
>
>
> --- In Vari_IAL@y..., wa4ire@y... wrote:
> > Hello,
> >
> > K9SYL, WB0YDI and I conducted our first Porch test last night
on 20
> > meters. The initial results from this test appear to indicate
that

> > porch signalling worked well for signals S5 and above even when
> > strong SCI (Same Channel Interference) and CCI (Co-channel
> > Interference) was present. Only positive images were observed
under
> > these conditions.
> >
> > However, when the IVAL signal was in or near the noise level
> negative
> > images started to appear.
> >
> > We plan on doing more porch testing tonight. Of course, a more
> > detailed report will follow.
> >
> > So far the Porch Signalling model looks very promising.
> >
> >
> > 73
> > Marc
> > wa4ire
> >
> >
> >
> >
> > --- In Vari_IAL@y..., "Samuel Hunt" <SamuelHunt@S...> wrote:
> > > There was a minor bug in the software version that I sent
that
> > meant that if the signalling was too bad, then it didn't update
the
> > grade. This would have given erratic results! It is now fixed,
and
> > the latest version is at the website and attached to this
message.
> > >
> > > Many thanks,
> > >
> > >
> > > Sam
> > > ----- Original Message -----
> > > From: Samuel Hunt
> > > To: vari_ial@y...
> > > Sent: Sunday, July 22, 2001 2:24 PM
> > > Subject: [Vari_IAL] Porch signalling test
> > >
> > >
> > > One big reason why Mako didn't implement IAL was because he
> > didn't have
> > > faith in the way that I suggested signalling which were the
odd
> > lines and
> > > which were the evens. This was was to use the porch space

to
> > signal if the
> > > line was transmitted in negative or positive. However, he
> didn't
> > have faith
> > > in this.
> > >
> > > However, what I have done to actually see if his claims
have
> any
> > real
> > > foundation in truth was to implement the signalling in the
IAL
> > test program.
> > > Obviously, it is not possible to alter the REAL porch, but
I
> can
> > create a
> > > "false" porch very easily by making this the first few
pixels
> of
> > the line. I
> > > calculated that the porch is as wide as 4 pixels. This 4
pixels
> > does not,
> > > however, have to be in the porch. You can move it across a
> little
> > so that it
> > > is on the image data, which I have done.
> > >
> > > Basically, how the signalling is hoped to work is that a
white
> > pulse is a
> > > negative line, and a dark is a non-negative. Hopefully!
> > >
> > > The fear of QRM destroying the entire detection is
unfounded.
> > Normal QRM
> > > only lasts for about 8 lines, and the rest of the porches
are
> > still correct.
> > > Using a routine that finds out if the majority of white
porches
> > lie on the
> > > odd or even lines, then you can make a very good guess as
to
> > which set of
> > > lines (odd or even) are the negative ones. Decoding of the
IAL
> > image can

> > > then commence. I had a little idea for realtime decoding as
> well,
> > but
> > > testing of this will come later. At the moment, the routine
> works
> > out which
> > > set of lines is most likely to be the negative set. If it
gets
> it
> > wrong,
> > > then the outcome is a negative image, something that isn't
too
> > drastic
> > > anyway!
> > >
> > >
> > > You can get the latest IAL software version from
> > www.supersam.co.uk/ial.exe
> > > , and you will then see the options implemented. It is also
> > attached to this
> > > message.
> > >
> > > The basic method is:-
> > >
> > > 1:- Encode the image as normal
> > > 2:- Click on "Add "porch test" marks" to add the marks.
> > > 3:- Transmit as normal
> > > 4:- Just before you would decode the image, then click
> > on "Decode "porch
> > > test" marks" to decode the marks
> > > 5:- Decode the image as normal
> > >
> > > If the image is in negative (I hope not!) then please
forward a
> > copy of the
> > > still encoded image, and I will analyse it. Anyway, you can
> still
> > fix it by
> > > altering the setting of the "Invert line-flip" checkbox. If
> it's
> > checked,
> > > uncheck it. If it's unchecked, check it. It should then
work.
> > >
> > > To get this to work, I suggest that during a strong
> > communication, you use
> > > MMSSTV's "fine auto-slant" to set your slant correctly off
> > someone who has
> > > theirs correct, if you believe that it is wrong. A little
slant

> > won't hurt
> > > (hopefully), but you will get more accurate decoding, the
more
> > accurate your
> > > setting is. You can have about 50% of the porches
incorrectly
> > decoded before
> > > the final decision is made wrongly. This isn't bad!
> > >
> > >
> > > If these preliminary tests work well, then I will create a
> > routine that
> > > emulates the "realtime" decoding routine, which would be to
> > invert the lines
> > > on a line by line basis. After reception, the choices
(which
> > would have been
> > > stored) would be analysed, and the best choice made. This
way,
> > the image
> > > won't have some lines which are correctly chosen and some
which
> > aren't.
> > >
> > > There also is a display of the quality of the porches. This
> goes
> > in a scale
> > > from -3 to 3. The explanations:-
> > >
> > > -3:- Very poor. Undecidable result, user intervention is
> probably
> > going to
> > > be required
> > > -2:- Poor. Undecidable result, user intervention is
probably
> > going to be
> > > required again. However, not so bad
> > > -1:- Undecided. Poor result, user intervention is not often
> > required, but it
> > > is by no means sure of the choice it has made
> > > 0:- Borderline. It is at this level that it will probably
be
> > correct most of
> > > the time, but it is not at all certain
> > > 1:- Acceptable. User intervention will be rarely needed
> > > 2:- Good. At this level, it will be a rare occurance that
it
> gets
> > it wrong
> > > 3:- Excellent. There is more than a 95% majority in favour

of
> the
> > final
> > > choice. The program can be very sure of it's decision. It
> should
> > hopefully
> > > be the correct decision in all cases.
> > >
> > > If you get any images which have been chosen wrongly and
are at
> > or above
> > > level 0, then PLEASE send them to me. At levels 2 and 3,
the
> > choice should
> > > be very reliable.
> > >
> > > Under simulated conditions (ignoring static crashes), the
> signal
> > only really
> > > fails at level -3. However, in simulated S:N conditions
(Noise
> > being 20dB
> > > over signal), I have noted failures at level -1.
> > >
> > > I would like to think that most images are at level 3.
Level 2
> is
> > fine also.
> > > Below level 0, the result may be correct, but it has been
noted
> > that under
> > > extreme noise conditions, noise has caused the level to
creep
> > back up as
> > > high as -1, and the decision was wrong.
> > >
> > > The detector to detect if a line is a negative or positive
line
> > is very much
> > > experimental. Since these lines can't be IALed, then they
are
> > suceptable to
> > > colour shifts. Therefore, the detector has to work on two
lines
> > at a time,
> > > working out if a certain pixel is lighter on the odd line
or
> the
> > even line.
> > > This makes it more robust to some noise, but less robust to

> > others. It's a
> > > game of weighing up the best way to decode the signalling.
> > >
> > > The Porch signalling, as I mentioned, is the most dubious
area
> of
> > the system
> > > at the moment. However, I am hoping that we can prove that
this
> > signalling
> > > method IS reliable. Therefore, I have done the grading test.
> > >
> > >
> > > After about a week, after most people (hopefully) have
tried
> the
> > signalling
> > > tests. It is then that I will run a vote (which I would ask
you
> > all to
> > > answer fairly in) whereby you will be able to vote which
level
> > you get most
> > > often, and if it is, generally, reliable. This will run for
a
> few
> > days, and
> > > the results will afterwards be processed and put onto the
> > evidence website.
> > > If I feel that it cannot give the correct result enough,
and it
> > does not
> > > have a good enough margin of error, then I will refine the
> > decoding method,
> > > and repost it so that you can all try a different method.
After
> > all, that is
> > > what this group is about!
> > >
> > >
> > >
> > > I want to press on with this development, so that we have
> tested
> > all of the
> > > standard to the best of our ability. Then, we are ready for
any
> > programmer
> > > that wishes to implement it.
> > >
> > > My preliminary tests with the system are proving to be

> effective.
> > These
> > > "porch tests" are a little unfair, actually, since
> the "porches"
> > that are
> > > being added are being transmitted at the power of that
channel.
> I
> > would
> > > like, eventually, these porches to be transmitted at 100%
> > amplitude (in the
> > > Vari part of it), along with the synchs. This will make
them
> > about 3 times
> > > as reliable. However, if the tests prove to be reliable
with
> this
> > setup,
> > > then the argument will be even better, since we are proving
> that
> > even at
> > > 1/3rd of the power, the porches can be reliably decoded.
> > >
> > > Sam
> > >
> > >
> > >
> > > To unsubscribe from this group, send an email to:
> > > Vari_IAL-unsubscribe@y...
> > >
> > > Your moderators are Marc Guitard and Samuel Hunt
> > >
> > >
> > >
> > > Your use of Yahoo! Groups is subject to the Yahoo! Terms of
> > Service.
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> To unsubscribe from this group, send an email to:
> Vari_IAL-unsubscribe@y...
>
> Your moderators are Marc Guitard and Samuel Hunt
>

>
>
> Your use of Yahoo! Groups is subject to the Yahoo! Terms of
Service.

23. VARI_ial SSTV

Yahoo group: sstv_plus
Date: 2001-07-28 22:01:28 UTC
From: hawiliford@iquest.net
Topic: 23 Message: 23

Where can I find the software for this item?

THX de wb9iiv

24. Re: VARI_ial SSTV

Yahoo group: sstv_plus
Date: 2001-07-28 22:16:44 UTC
From: wa4ire@yahoo.com
Topic: 23 Message: 24

Hello,

There is a link to this IAL program on www.supersam.co.uk/vari_ial.htm
(use lower case). If you have any problems send me an E-mail and I
will send you Sam's IAL program. My E-mail address is wa4ire@....

If you would like to arrange a schedule with me to try IAL out you
need only ask and one will be arranged.

Thanks for your interest.

73
Marc
wa4ire

--- In Vari_IAL@y..., hawiliford@i... wrote:
> Where can I find the software for this item?
>
> THX de wb9iiv

25. Re: VARI_ial SSTV

Yahoo group: sstv_plus
Date: 2001-07-28 22:29:13 UTC
From: wa4ire@yahoo.com
Topic: 23 Message: 25

Hello,

The link to the IAL program on www.supersam.co.uk/vari_ial.htm is under IAL TESTS and selecting this link will bring you to the page that displays the IAL test picture results. The download link for IAL.EXE is located on this page. The instructions for using the IAL program are included with the software. If you need any help using IAL please ask for help.

73
Marc
wa4ire

--- In Vari_IAL@y..., wa4ire@y... wrote:
> Hello,
>
> There is a link to this IAL program on
www.supersam.co.uk/vari_ial.htm
> (use lower case). If you have any problems send me an E-mail and I
> will send you Sam's IAL program. My E-mail address is wa4ire@m...
>
> If you would like to arrange a schedule with me to try IAL out you
> need only ask and one will be arranged.
>
> Thanks for your interest.
>
> 73
> Marc
> wa4ire
>
>
>
> --- In Vari_IAL@y..., hawiliford@i... wrote:
> > Where can I find the software for this item?
> >
> > THX de wb9iiv

26. Re: VARI_ial SSTV

Yahoo group: sstv_plus
Date: 2001-07-29 16:34:53 UTC
From: wa4ire@yahoo.com
Topic: 23 Message: 26

Hello,

I have recieved comments from a few people who are unable to download the IAL program from Sam's web site. If you are having any problem finding, downloading or using the IAL program please feel free to send me an E-mail at wa4ire@... and I will send you the latest IAL program written by Sam Hunt for your evalution.

Also I am availabe to anyone who wants to arrange a schedule in order to trade IAL processed pictures. I am always available to anyone who needs any assistance in using the IAL program.

73
Marc
wa4ire

--- In Vari_IAL@y..., wa4ire@y... wrote:
> Hello,
>
> The link to the IAL program on www.supersam.co.uk/vari_ial.htm is
> under IAL TESTS and selecting this link will bring you to the page
> that displays the IAL test picture results. The download link for
> IAL.EXE is located on this page. The instructions for using the IAL
> program are included with the software. If you need any help using
> IAL please ask for help.
>
> 73
> Marc
> wa4ire
>
>
>
>
> --- In Vari_IAL@y..., wa4ire@y... wrote:
> > Hello,
> >
> > There is a link to this IAL program on
> www.supersam.co.uk/vari_ial.htm
> > (use lower case). If you have any problems send me an E-mail and
I
> > will send you Sam's IAL program. My E-mail address is wa4ire@m...
> >
> > If you would like to arrange a schedule with me to try IAL out
you
> > need only ask and one will be arranged.
> >

> > Thanks for your interest.
> >
> > 73
> > Marc
> > wa4ire
> >
> >
> >
> > --- In Vari_IAL@y..., hawiliford@i... wrote:
> > > Where can I find the software for this item?
> > >
> > > THX de wb9iiv

27. Re: [Vari_IAL] Re: VARI_ial SSTV

Yahoo group: sstv_plus
Date: 2001-07-29 19:10:14 UTC
From: Samuel Hunt
Topic: 23 Message: 27

----- Original Message -----
From: wa4ire@...
To: Vari_IAL@yahoogroups.com
Sent: Sunday, July 29, 2001 5:34 PM
Subject: [Vari_IAL] Re: VARI_ial SSTV

Hello,

I have recieved comments from a few people who are unable to download
the IAL program from Sam's web site. If you are having any problem
finding, downloading or using the IAL program please feel free to
send me an E-mail at wa4ire@... and I will send you the latest
IAL program written by Sam Hunt for your evalution.

I've reset the web server, to see if this helps, and re-uploaded the file.

Just in case it doesn't, I've put up a "backup" copy at

http://groups.yahoo.com/group/Vari_IAL/files/ial.exe

There are a few minor changes, so you may want to download it anyway.

The main download site is

www.supersam.co.uk/ial.exe

I hope that this is of some help!

Sam

Also I am availabe to anyone who wants to arrange a schedule in order
to trade IAL processed pictures. I am always available to anyone who
needs any assistance in using the IAL program.

73
Marc
wa4ire

--- In Vari_IAL@y..., wa4ire@y... wrote:
> Hello,
>
> The link to the IAL program on www.supersam.co.uk/vari_ial.htm is
> under IAL TESTS and selecting this link will bring you to the page
> that displays the IAL test picture results. The download link for
> IAL.EXE is located on this page. The instructions for using the IAL
> program are included with the software. If you need any help using
> IAL please ask for help.
>

> 73
> Marc
> wa4ire
>
>
>
>
> --- In Vari_IAL@y..., wa4ire@y... wrote:
> > Hello,
> >
> > There is a link to this IAL program on
> www.supersam.co.uk/vari_ial.htm
> > (use lower case). If you have any problems send me an E-mail and
I
> > will send you Sam's IAL program. My E-mail address is wa4ire@m...
> >
> > If you would like to arrange a schedule with me to try IAL out
you
> > need only ask and one will be arranged.
> >
> > Thanks for your interest.
> >
> > 73
> > Marc
> > wa4ire
> >
> >
> >
> > --- In Vari_IAL@y..., hawiliford@i... wrote:
> > > Where can I find the software for this item?
> > >
> > > THX de wb9iiv

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Vari_IAL-unsubscribe@yahoogroups.com

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28. Comparison Test between CSSTV and IVAL on 20 meters

Yahoo group: sstv_plus
Date: 2001-07-29 19:12:24 UTC
From: wa4ire@yahoo.com
Topic: 28 Message: 28

Hello,

Here is a summary of my edited comments to Sam Hunt concerning the recent Comparison Test between IVAL and CSSTV conducted on 14.236 recently.

The purpose of the test was to determine which model produced the better quality image when QRM was not a factor. Ival and CSSTV generated images were transmitted back to back as quickly as possible on 14.236.

I used MMSSTV's Hilbert Demodulator and "Sharpest" pass band receive filter to receive the IVAL and CSSTV images transmitted by WB0YDI. signal strength variances were introduced by turning the beam away from WB0YDI until the desired S meter reading was observed on my TS-950SDX.

Sam,

The only area that has not really been tested thus far is an on the air comparison test between IVAL and CSSTV which excludes the effects of signficant QRM. I conducted such a test tonight with WB0YDI and GM4NHI and the results are mixed and far from being conclusive as I predicted.

However, I suspect that neither model will be proven to be superior over the other in the absence of significant QRM by transmitting back to back comparison pictures on HF because the HF band conditions are always changing.

For example, one image may be subjected to six QSB events and unheard QRM while the next picture may be subjected to only one QSB event and no QRM. Also it is near impossible to conduct such a test with both comparison pictures being received at the same signal strength.

The only fair way to conduct such a test is to transmit both models simultaneously with say the left side showing the CSSTV image and the right side showing the IVAL image. Of course this is impossible.

However, such a comparison test does have some merit because general trends can be observed if enough pictures are evaluated over a wide variety of bands and band conditions. However, I suspect that even such extensive comparison testing will not be conclusive enough to provide a definitive answer to the question (because the test methodolgy is flawed). Namely which model has better picture quality when excluding the QRM factor?

So for some of us the debate will continue as to which model has the best overall picture quality on HF when QRM is not a factor.

However, for those of us who prefer to use the IVAL model we can thank Sam Hunt for developing his brilliant and effective IAL model.

I know that I will continue to use IVAL primarily due to the reduced duty cycle and because I feel that the picture quality of IVAL generated images will at the very least compete extremely well against CSSTV generated images over a wide variety of HF band conditions.

Sam,

Here are the pictures from our Comparison Test with WB0YDI. I have also included the tiger test picture as received by GM4NHI who was casually participating in the Comparison Test.

Please note that the pictures entitled WB0YDI through WB0YDI9 showing a picture of WB0YDI were transmitted back to back on 14.236 after midnight. All the WB0YDI pictures were received by me with no substantial QRM. WB0YDI transmitted all the CSSTV pictures at about 35 watts average power and the IVAL pictures were transmitted at 100 watts pep for the synch pulse and at about 35 watts average power for the picture information. In my opinion the results of such testing is not conclusive because of the changing band conditions, varying signal strength etc...

GM4NHI concluded that the the CSSTV tiger picture was better than the IVAL tiger picture he received from me. However, GM4NHI also noted that he was receiving QRM from the VK4 repeater operating on 14.236 while he was receiving the IVAL generated Tiger picture.

WB0YDI concluded that the IVAL tiger picture was better than the CSSTV tiger picture he recieved. Both the IVAL and CSSTV generated tiger images received by WB0YDI were affected by slow QSB and no QRM was detected.

Again all the tiger CSSTV and IVAL generated pictures were sent by me back to back on 14.236 (20 meters) last night with my beam pointed towards the recieving station. So the four tiger pictures represent 4 seperate trasmissions of the same picture. Also WB0YDI and GM4NHI received all the Tiger images at S9 or better.

I transmitted all the Tiger CSSTV pictures at 500 watts average power and the IVAL tiger pictures were transmitted at 1500 watts PEP for the synch pulse and 500 watts average power for the picture information.

73
Marc
wa4ire

29. Thanyou to K0SYL, WB0YDI and GM4NHI

Yahoo group: sstv_plus
Date: 2001-07-29 19:15:57 UTC
From: wa4ire@yahoo.com
Topic: 29 Message: 29

Hello,

I want to take this opportunity to thank K9SYL, WB0YDI and GM4NHI for your invaluable assistance during the testing of the IVAL model. Your participation in these tests have provide invaluable data, which in my opinion confirms that the IAL processor and post filter minimized and in some cases eliminated the effects of hue shifting caused by SSTV and other data mode QRM.

The IAL tests also demonstrated that Ghost images from SSTV QRM were either eliminated or greatly minimized on IVAL processed images.

The Porch Signaling tests confirmed that the Porch Signaling Model is a viable method to use in order to automatically decode the IAL image so that a positive image results rather than a negative one.

73
Marc
wa4ire

30. Comments on the IAL Test

Yahoo group: sstv_plus
Date: 2001-07-29 22:22:22 UTC
From: wa4ire@yahoo.com
Topic: 30 Message: 30

Hello,

I have included an edited summary of my IAL tests conducted with K9SYL and WB0YDI recently. You can view these IAL test pictures by going to Sam Hunt's IVAL Home Page and selecting the link called IAL Tests.

Our testing of IAL included observing the effects of real OCI and CCI (on and co-channel interference respectively) generated by CSSTV, SSB, CW, carriers and RTTY signals on VariSSTV/IAL (IVAL) generated images received on 20 meters using MMSSTV's Hilbert demodulator and the "sharpest" pass band filter.

Note that the IAL generated pictures for this test were sent in the Comparison mode so that only the right side of the picture was IAL processed and Post filtered. This allows the viewer to determine if IAL provides any real advantage by comparing the unprocessed side on the left of the picture with the IAL processed, Post filtered side on the right of the picture. The IAL Comparison Mode also eliminates the possiblity that the band conditions may have changed. If we were receiving full frame IAL and non IAL processed images sequentially and the band conditons changed from picture to picture the test results would be skewed.

Our testing also included simulating light, moderate and severe OCI by mixing the audio output resulting from CSSTV, SSB, carriers, CW and RTTY signals being recieved by the dual receiver of my TS-950SDX on 14.230 with the IAL test station's audio output being received by the main receiver of the TS-950SDX on 14.233 or 14.236, and presenting this mixed audio output from the TS-950SDX to the microphone input of my sound card. Again MMSSTV's Hilbert demodulator and the "Sharpest" pass band filter was employed for this test.

The audio output level of the dual receiver receiving the QRM was then varied while keeping the audio output level of the main receiver receiving the IAL station constant. Due to the fact that I could more easily control the audio level of the QRM mixed with the IAL station's audio I could get a better idea how IAL would perform over a wide variety of QRM signal levels up to the point where the MMSSTV Hilbert Demodulator could no longer detect the IAL signal.

Here are some observations.

Pictorial evidence has been gathered from testing IAL and the post filter which clearly shows that IAL with post filtering will normally minimize or even completely eliminate the effects of ghosts, hue shifts and noise lines of on-channel (OCI) or co-channel (CCI)

interference from other SSTV, CW, carrier, RTTY or other kinds of data mode stations.

However, as the signal strength of the QRM begins to equal or exceed that of the IAL station the MMSSTV demodulator is going to track the stronger QRM signal and the picture will not be properly resolved. This is not a fault with the IAL filter.

Some people have observed that VariSSTV suffers from unpredictable color shifts (hue shifting). Sam Hunt and others have confirmed that a shift in hue can take place in a VariSSTV generated picture but it is caused by other unwanted CSSTV signals or data modes interfering with the VariSSTV picture. That is why Sam developed the IAL filter. The IAL filter not only works to minimize or even to completley eliminate any shifts in hue caused by OCI and CCI, but it also filters out any ghost images caused by CSSTV OCI or CCI assuming the IAL station is not stronger than the VariSSTV station.

As everyone knows SSTV pictures suffer from noise lines when the signal to noise ratio is poor. However, some people have observed that the noise lines normally look different on a weak VariSSTV picture compared to CSSTV (conventional SSTV).

They are correct. The noise lines on a conventional SSTV image are normally composed of a rainbow of colored dots. The noise lines on a VariSSTV image normally consist of short or long streaks of one color and sometimes two colors. Some people have cited this an example of color shift or hue shifting which in their view adversely affects the quality of the VariSSTV image.

Frankly I view this complaint as being a bit unfair because noise lines of any kind reduce the quality of both CSSTV and VariSSTV generated images. However, I can accept the fact that some people would prefer to view a rainbow of colored dots vs short and long streaks of one or two colors when viewing noise lines.

However, the pictorial evidence we have gathered from the IAL testing shows that the IAL and Post filters do a wonderful job of minimizing and sometimes even eliminating the effects of noise lines and normally enhances the picture quality of both weak, moderate and strong VariSSTV signals suffering from the effects of QSB, CCI or OCI.

One of the test pictures shown on Sam's IAl test page entitled K9SYL_IAL_Hilbert1, shows a strong CSSTV signal and a strong carrier on the same frequency as the VariSSTV/IAL or IVAL station. This very strong offending carrier comes on at the beginning of the IVAL transmission for a short while and at the end of the IAL transmission for a short while and note that the carrier is much stronger then the IAL station. So the picture is not 100% resolved by the Hilbert demodulator in favor of the IAL station on the right side of the picture when the carrier is present. Note that the right side of the picture is the IAL processed and Post filtered side.

Notice how the CSSTV ghost mage from the interfering station on the left side of the picture (which has not been processed by IAL)is eliminated by IAL processing on the right side of the picture, and notice that there is no shift in hue between the two carrier events on the right. However, a few noise lines do appear on the IAL side of the picture. A carrier signal weaker than the IAL signal would not normally affect the IAL processed side of the picture.

As long as the QRM is not stronger than the IAL station IAL processing and post filtering will provide marvelous results. There is no doubt that IAL will normally enhance the quality of our IVAL pictures to an amazing degree when QRM is present.

IAL is truely a marvelous and effective program. Thanks for developing it Sam.

73
Marc
wa4ire

31. I will be away from the 1st August

Yahoo group: sstv_plus
Date: 2001-07-29 21:46:45 UTC
From: Samuel Hunt
Topic: 31 Message: 31

This is a message to let you all know that I will be away from 1st aug. When I am away, I will not be able to check my e-mails.

So, this is a request:-

PLEASE DO NOT SEND ME ANY IMAGES FROM THIS POINT ONWARDS.

I will repost to say when I can accept them again.

The reason is that I am subscribed to a lot of mailing lists, and my daily inbox is about 900k just of messages (ignoring the attachments). Over 10 days, this will be 9mb of mail. My inbox only accepts 10mb, and so I've only got 1mb to spare.

Now, suppose that there is a fairly active thread flaring up, so the post increases. This may be enough (fingers crossed it won't!) to overfill my inbox.

When my inbox overfills, then I won't recieve any E-Mails, and so I will miss out on many important threads. Some of the mailing lists aren't with yahoogroups, and are with listservers which are stricter. This means that there are no archives (so I won't be able to pick up on what I've missed), and if my mailbox bounces (because it's full), then I get automatically unsubscribed, and the notice of this I won't recieve!

So, basically, I want to try and keep my inbox as low as possible. Now, just suppose, there are about 12 messages a day (which there is) each with attachments about 500k. This is 6mb per day, and my inbox is going to fill up very quickly!

You can still send me e-mails, letting me know whatever you want to let me know, but please, no attachments until I say I'm back!

The reason that I'm posting this earlier than the 1st is because of the timezone problem (I may already be gone since it's early in the morning I'm leaving), and some people may post because it will only be the 31st there! Also, some people may have things stored in their outbox, which will have to flush.

I hope that I've not upset anyone with this, but I would hate to miss any important e-mails, as I hope you can all understand!

Who knows, some may be from SSTV programmers, who won't be prepared to resend. This would put IVAL into a funny ground, if they were interested in implementing it.

Anyway, keep all of the testing going. I like reading about all of the interesting tests that you all get up to, and it'll be something to look

forward to for when I get back!

Sam

32. HF Simulator

Yahoo group: sstv_plus
Date: 2001-07-29 22:04:00 UTC
From: Samuel Hunt
Topic: 32 Message: 32

Does anyone know where I can get hold of a HF simulator (Freeware app)?

This would really be the best way to prove this thing once and for all!

Imagine - repetitive band conditions, controlled tests, everything as real as the real thing!

This would be very useful, but I don't know if a freeware HF simulator exists.

A non-feature crippled (say 30 day expiry, but everything works) one would also be OK.

Sam

33. A color shift has been observed in a CSSTV picture

Yahoo group: sstv_plus
Date: 2001-07-30 18:08:29 UTC
From: wa4ire@yahoo.com
Topic: 33 Message: 33

Hello,

Well believe it or not a color or hue shift has been observed on a conventional SSTV (CSSTV) picture generated by MMSSTV. I even went so far as to confirm that the station which sent this interesting CSSTV image transmitted this picture via CSSTV.

I believe that Sam will post these pictures on his web site when he returns home. I have included Sam's analysis of the picture and it looks like QRM is the cause of the hue or color shift shift.

It is also interesting to note that the hue shift observed in this CSSTV picture has the same characteristics as a VariSSTV transmission experiencing a hue shift due to QRM or poor singal to noise ratio. Namely that red will turn to pink then finally to purple for a worst case signal to noise ratio.

Up to this point all the hue shifts have been observed on MMSSTV generated VariSSTV images which have been subjected to QRM. Now we have a hue shift showing up in a CSSTV picture generated by MMSSTV. Could there be a color balance issue in MMSSTV which will make hue shifting more likely to occur?

The next step would be to look for more pictorial evidence which clearly shows a CSSTV image experiencing an unexpected change in hue or color. Especially a CSSTV image generated by one of the other SSTV programs such as ChromaPix. If you observe such a picture please send it me wa4ire@... or directly to Sam Hunt.

Hi Sam,
I recently observed three MMSSTV CSSTV pictures on 20 meters.
The CSSTV picture received from W6EOA shows the same yellow streaks on a white background that some have complained about seeing on VariSSTV images and have termed a shift in hue.

The second CSSTV picture received from K6ASK shows an apparent purple hue shift in the area to the left of K6ASK's call sign just above the noisy area and just above the K6AS text.

The last picture from K6ASK is a control picture which does not exhibit this apparent purple hue shift.
What is your analysis of these pictures Sam?

73
Marc
wa4ire

Sam's response was

This is interesting. There isn't much to tell about it, but this is the best I can do! I would suggest that this colour shift is caused by another CSSTV image intefering at a much weaker power. It appears slighly off frequency (about 150hz?), and is another CSSTV image. I would suggest that this image is one of those transmitted by either the poor practice of sending a 1/8 or 1/4 image to call CQ or a much faster transmission (Robot 36 or faster). I can't read it, but I would suggest that this image was made with a poorly shaped bandpass (of the type which is noticably curved, so that whites and blacks are transmitted at lower powers than the mid-greys). When it hits a mid-grey, then it is just enough power to start showing up on the image. Therefore, the areas reflecting mid-greys cause a noisier area. If the image had, say, a (R,G,B) 128,0,255 colour, then the 128 of the red would leak through. Of course, it's probably not in synch, so it could be any channel. However, if it was the same mode, then the channel scans would be the same timing. Therefore, only one channel is really affected.

The red and blue channels only really show any inteference. The green is normal. This "dark bar" would be causing the colour misbalance. This is about the best I can do. It's not very clear, but I would suspect that this is a CSSTV/CSSTV inteference. This proves that CSSTV is not free of colour shifts.

Of course, the other thing that it could be is as I suggested a while back - Vari intefering with CSSTV. However, I feel this is unlikely. Have you ever seen colour shifts in CSSTV images before?
Sam

My answer to Sam was no. Have you? If you have please share your experience(s) with the group.

73
Marc
wa4ire

34. Re: [Vari_IAL] A color shift has been observed in a CSSTV picture

Yahoo group: sstv_plus
Date: 2001-07-30 18:22:13 UTC
From: Samuel Hunt
Topic: 33 Message: 34

I'm still here!

It's just that I didn't want people to put attachments into their outbox, and they won't be delievered before I leave. It's best to forward all images to Marc for the moment, for safekeeping, until I return!

I've put it up on the website. You can see it at www.supersam.co.uk/vari_ial.htm

I've also changed my idea as to why the hue shifts happen with vari. I ought to make this more clear on the website!

I've also observed some hue shifts today, on 14.230. They weren't Vari images, but have the hue shift all too clearly. These too will be uploaded in due course!

Many thanks,

Sam
----- Original Message -----
From: wa4ire@...
To: Vari_IAL@yahoogroups.com
Sent: Monday, July 30, 2001 7:08 PM
Subject: [Vari_IAL] A color shift has been observed in a CSSTV picture

Hello,

Well believe it or not a color or hue shift has been observed on a conventional SSTV (CSSTV) picture generated by MMSSTV. I even went so far as to confirm that the station which sent this interesting CSSTV image transmitted this picture via CSSTV.

I believe that Sam will post these pictures on his web site when he returns home. I have included Sam's analysis of the picture and it looks like QRM is the cause of the hue or color shift shift.

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The next step would be to look for more pictorial evidence which clearly shows a CSSTV image experiencing an unexpected change in hue

or color. Especially a CSSTV image generated by one of the other SSTV programs such as ChromaPix. If you observe such a picture please send it me wa4ire@... or directly to Sam Hunt.

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The last picture from K6ASK is a control picture which does not exhibit this apparent purple hue shift.
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Marc
wa4ire

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Of course, the other thing that it could be is as I suggested a while back - Vari intefering with CSSTV. However, I feel this is unlikely. Have you ever seen colour shifts in CSSTV images before?
Sam

My answer to Sam was no. Have you? If you have please share your experience(s) with the group.

73
Marc
wa4ire

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To unsubscribe from this group, send an email to:
Vari_IAL-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

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35. New website

Yahoo group: sstv_plus
Date: 2001-07-31 15:26:14 UTC
From: Samuel Hunt
Topic: 35 Message: 35

I have improved the website significantly. It's now easier to navigate, all TOTALLY rewritten, has frames, and saves having to switch between so many websites. I'm going to work even more on it when I get back from holiday.

I also am going to use it to create a much better interface for the Yahoogroup, which will be more friendly, and will describe the group better than the yahoogroup.

Anyway, I don't know if it's any good!

This will be the last time I'm posting for 10 days - leaving tomorrow!

Don't worry, you've got Marc as a moderator, and I am sure that if anything unforseen arises, he can handle it!

Sam

36. MMSSTV V1.04 has been released.

Yahoo group: sstv_plus
Date: 2001-08-01 09:14:53 UTC
From: wa4ire@yahoo.com
Topic: 36 Message: 36

Hello,

Version 1.04 of MMSSTV has been released. Text editing has been enhanced and more software bugs have been fixed. Also there is some good news. VariSSTV has been retained in version 1.04. Thanks Mako! Have fun!

73
Marc
wa4ire

37. SCT-180, PD-180, P3 and ScottieDX

Yahoo group: sstv_plus
Date: 2001-08-10 14:18:55 UTC
From: wa4ire@yahoo.com
Topic: 37 Message: 37

Hello,

K9SYL, Syl and I have been trading high resolution VariSSTV pictures recently on 20 meters and the results have been outstanding to say the least. Hopefully Sam may post a few of these pictures.

Due to the reduced duty cycle of VariSSTV we can even transmit back to back P7 pictures without fear of damaging our equipment and enjoy the benefits of the high resolution modes.

After viewing these high definition images it is hard to go back to Scottie1 and Martin1.

So don't forget to test the high definition modes and have fun.

73
Marc
wa4ire

38. I have returned

Yahoo group: sstv_plus
Date: 2001-08-10 18:33:09 UTC
From: Samuel Hunt
Topic: 38 Message: 38

I have just got back, and done all of the unpacking and am now checking my e-mails!

Just to let you know that I am back for the weekend, but something has come up so I have to go away again on Monday the 13th, until the Friday, so as from Sunday, the "no attachments" thing will be in place again (please!)

So, if there are any attachments you want to send me, then send them ASAP. If it's already Sunday where you are, please don't send any attachments. The reason is that some of you are in a timezone about 8 hours behind me, so if you sent me a message and I've already gone, then it will be causing problems.

I've just got through all of my messages (2085 of them, 4.5mb!), and so my inbox is now empty.

Please send me a few of these hi-res images. I would be very interested!

When I get back from next week, I will work on really pushing IVAL!

Sam

39. Re: [Vari_IAL] I have returned

Yahoo group: sstv_plus
Date: 2001-08-10 19:19:14 UTC
From: KD6PT@aol.com
Topic: 38 Message: 39

Where can I download Vari_ial?
John kd6pt

40. Re: I have returned

Yahoo group: sstv_plus
Date: 2001-08-10 22:42:43 UTC
From: wa4ire@yahoo.com
Topic: 38 Message: 40

--- In Vari_IAL@y..., KD6PT@a... wrote:
> Where can I download Vari_ial?
> John kd6pt

Hi John,

I just checked the VariSSTV homepage at supersam.co.uk/vari_ial.htm
(must be lower case) and I could not find a link to the IAL program.

Please send me an e-mail at wa4ire@... and I will send you Sam's
IAL program. IAL was designed to work with VariSSTV as implemented in
MMSSTV versions 1.02, 1.03 and 1.04.

The IAL program is presently being tested world wide and the results
are amazing. Please note that the IAL program has not been
incorporated into MMSSTV yet. So this is why you need the IAL program.

If you need any help using the IAL program please let me know.

I can also provide a link to a download site for MMSSTV version 1.04
if you need it.

73
Marc
wa4ire

41. Re: [Vari_IAL] Re: I have returned

Yahoo group: sstv_plus
Date: 2001-08-11 02:55:59 UTC
From: KD6PT@aol.com
Topic: 38 Message: 41

Hi found it okey and downloaded it.. How do you get it to work with mmsstv?
John

42. Re: I have returned

Yahoo group: sstv_plus
Date: 2001-08-11 16:24:28 UTC
From: wa4ire@yahoo.com
Topic: 38 Message: 42

--- In Vari_IAL@y..., KD6PT@a... wrote:
> Hi found it okey and downloaded it.. How do you get it to work with mmsstv?
> John

Hi John,

After you install the program IAL.exe you will find that the instructions have been included with the program. You need to open Clipboard Viewer and use it with IAL.exe. Clipboard viewer is part of Windows 95, 98, ME, NT and 2000. If you can't find Clipboard Viewer simply do a search for it in windows. You can use the word "clipboard" as the search word and the appropriate .exe file should turn up.

To encode an IAL picture for transmission simply load the desired picture into the TX window of MMSSTV and transfer it over to the Clipboard Viewer. Next encode the picture by following the instructions included with IAL.exe. The encoded picture will now appear in the Clipboard Viewer. Next paste the encoded picture into the TX window of MMSSTV.

To decode an IAL picture simply transfer the received picture from the RX window of MMSSTV to the Clipboard viewer. Next decode the IAL processed picture by following the instructions included with the IAl.exe program. The decoded picture will now appear.

Obviously this process will only work if two people are using IAL.exe. One on the RX side and the other on the TX side.

Do not use any compressed picture files.

Also previous postings have discussed this issue in more detail and you may find it worth while reading the earlier postings.

Good luck John.

73
Marc
wa4ire

43. SCT-120, SCT-180 and ScottieDX

Yahoo group: sstv_plus
Date: 2001-08-11 17:31:00 UTC
From: wa4ire@yahoo.com
Topic: 43 Message: 43

Hello,

K9SYL and I have had outstanding results with SCT-120, SCT-180 and ScottieDX modes. The noise lines are minimal and have very little if any color streaking. I have noticed that the SCT modes do a better job minimizing noise especially when severe QSB (signal fading) is present.

Hopefully Sam will post some of our test pictures when time permits. In the meantime please try these modes out and let me know what you think.

73
Marc
wa4ire

44. Re: [Vari_IAL] Re: I have returned

Yahoo group: sstv_plus
Date: 2001-08-11 18:03:40 UTC
From: KD6PT@aol.com
Topic: 38 Message: 44

Thanks, Marc. I will give it a try.
John

45. Comparing CSSTV to IVAL.

Yahoo group: sstv_plus
Date: 2001-08-16 20:00:31 UTC
From: wa4ire@yahoo.com
Topic: 45 Message: 45

Hello,

Recently I have been thinking of a way to compare IVAL and CSSTV images without having to worry about the effects of varying band conditions. It is hard to compare the quality of two identical pictures sent back to back because the band conditions are always changing (QRM (interference), QRN (static) and QSB (fading)).

However, I think I have come up with a low cost test methodology that will give the tester reasonable control over the variables of QRM, QRN and QSB with nothing more than MMSSTV, a high Z multimeter, a patch cord and a Y connector.

In particular I wanted to compare CSSTV with IVAL when both models had the same signal strength while being subjected to about the same level of QRM and QRN without the CSSTV or IVAL station experiencing any QSB. The test methodology outlined below appears to be a low cost way to meet this goal.

So far I have completed about 50% of the test and the results are interesting to say the least. However, I want to reserve any comments until the test is completely finished.

By the time I am finished with the test there will be far too many pictures to put up on the IVAL web site. Maybe Sam can have a URL point to a folder which will contain all the individual test picture files in it and allow the viewer to download whatever part of the test interests him.

The test will take about two weeks for me to complete. I should be finished by the end of next week.

This test consists of two parts.

The first part of this test has been designed to compare the effects of various forms of QRM (interference) on CSSTV and VariSSTV/IAL transmissions under controlled conditions, while the signal level for each model remains constant and equal in amplitude in the presence of QRM.

How do both models perform in the presence of QRM?

How effective is the IAL process in eliminating or minimizing the effects of QRM?

The second part of this test has been designed to compare the effects of QRN (static) on CSSTV and VariSSTV/IAL transmissions under controlled conditions, while the signal level for both models remains

constant and equal in amplitude in the presence of QRN.

Also as the strength of the QRN increases the signal to noise ratio is also decreasing and when the QRN is severe this condition will give us a good idea of how both CSSTV and IVAL will perform when the signal to noise ratio is poor.

How do both models perform in the presence of QRN (Static)?

The test methodology:

A Fluke 77 multimeter was used in order to determine the average AC voltage of the CSSTV or VariSSTV signal coming from the output of the sound card. MMSSTV's transmit "Digital Output" slider control is set to a point where the average AC voltage present at the output of the sound card for both the CSSTV and VariSSTV signals are approximately equal. The transmitted signal strength will be kept constant for both models throughout the test.

The following modes will be tested Scottie1, Martin1, Scottie DX, SCT-180, PD-180 and P3.

Use the "External" full duplex loop back option in MMSSTV in order to loop back the transmitted CSSTV or VariSSTV/IAL signal back to the receive input of the sound card.

An audio mixer is used to inject various forms of QRM (interference) originating from a Kenwood TS-950SDX receiver monitoring 14.227 to 14.236 MHz to the receive input of the sound card. Next the QRM signal strength level will be set by viewing the MMSSTV's receive "Level Indicator", and the QRM level will be adjusted to read approximately 50% to 75% of the received signal strength of the CSSTV signal. The QRM signal strength will remain within this range for both the CSSTV and VariSSTV QRM tests.

An audio mixer is used to inject various forms of QRN (static) originating from a Kenwood TS-950SDX receiver monitoring 14.380 to 14.400 MHz to the receive input of the sound card. Next the QRN signal strength level will be set by viewing the MMSSTV's receive "Level Indicator", and the QRN level will be adjusted to read approximately 50% to 75% of the received signal strength of the CSSTV signal. The QRN signal strength will remain within this range for both the CSSTV and VariSSTV QRN tests.

An indication that the QRM signal level is set too high will be indicated if the QRM signal causes a picture restart while transmitting the desired CSSTV or VariSSTV test picture, or the test signal is unable to establish synch through the QRM.

All three of MMSSTV's demodulators (Hilbert, Zero Cross and PLL) will be used for this test in order to evaluate their performance while demodulating a CSSTV or VariSSTV/IAL signal when various forms of OCI and CCI QRM and QRN are present. The default values for the

demodulators will be accepted without further modification.
The "Differentiator" and "Polynomial" MMSSTV options will not be used.

The following MMSSTV options will be selected for the test. The "Very Sharp" receive pass band filter will be used at all times for this test. Also "Auto Stop", Auto Resync" and "Auto Restart" options will be used at all times for this test. The "Squelch Level" will be kept at "Lowest" at all times for this test. The "Auto Start" option will be set to VIS or Sync.

Good luck with your testing.

73
Marc
wa4ire

46. Re: [Vari_IAL] Comparing CSSTV to IVAL.

Yahoo group: sstv_plus
Date: 2001-08-16 20:07:15 UTC
From: Samuel Hunt
Topic: 45 Message: 46

An excellent method of testing, and well commended!!

I would be very interested in the results. I am sure that they are nothing like we expected - they never are!

Sam
----- Original Message -----
From: wa4ire@...
To: Vari_IAL@yahoogroups.com
Sent: Thursday, August 16, 2001 9:00 PM
Subject: [Vari_IAL] Comparing CSSTV to IVAL.

Hello,

Recently I have been thinking of a way to compare IVAL and CSSTV images without having to worry about the effects of varying band conditions. It is hard to compare the quality of two identical pictures sent back to back because the band conditions are always changing (QRM (interference), QRN (static) and QSB (fading)).

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This test consists of two parts.

The first part of this test has been designed to compare the effects of various forms of QRM (interference) on CSSTV and VariSSTV/IAL

transmissions under controlled conditions, while the signal level for each model remains constant and equal in amplitude in the presence of QRM.

How do both models perform in the presence of QRM?

How effective is the IAL process in eliminating or minimizing the effects of QRM?

The second part of this test has been designed to compare the effects of QRN (static) on CSSTV and VariSSTV/IAL transmissions under controlled conditions, while the signal level for both models remains constant and equal in amplitude in the presence of QRN.

Also as the strength of the QRN increases the signal to noise ratio is also decreasing and when the QRN is severe this condition will give us a good idea of how both CSSTV and IVAL will perform when the signal to noise ratio is poor.

How do both models perform in the presence of QRN (Static)?

The test methodology:

A Fluke 77 multimeter was used in order to determine the average AC voltage of the CSSTV or VariSSTV signal coming from the output of the sound card. MMSSTV's transmit "Digital Output" slider control is set to a point where the average AC voltage present at the output of the sound card for both the CSSTV and VariSSTV signals are approximately equal. The transmitted signal strength will be kept constant for both models throughout the test.

The following modes will be tested Scottie1, Martin1, Scottie DX, SCT-180, PD-180 and P3.

Use the "External" full duplex loop back option in MMSSTV in order to loop back the transmitted CSSTV or VariSSTV/IAL signal back to the receive input of the sound card.

An audio mixer is used to inject various forms of QRM (interference) originating from a Kenwood TS-950SDX receiver monitoring 14.227 to 14.236 MHz to the receive input of the sound card. Next the QRM signal strength level will be set by viewing the MMSSTV's receive "Level Indicator", and the QRM level will be adjusted to read approximately 50% to 75% of the received signal strength of the CSSTV signal. The QRM signal strength will remain within this range for both the CSSTV and VariSSTV QRM tests.

An audio mixer is used to inject various forms of QRN (static) originating from a Kenwood TS-950SDX receiver monitoring 14.380 to 14.400 MHz to the receive input of the sound card. Next the QRN signal strength level will be set by viewing the MMSSTV's receive "Level Indicator", and the QRN level will be adjusted to read approximately 50% to 75% of the received signal strength of the CSSTV

signal. The QRN signal strength will remain within this range for both the CSSTV and VariSSTV QRN tests.

An indication that the QRM signal level is set too high will be indicated if the QRM signal causes a picture restart while transmitting the desired CSSTV or VariSSTV test picture, or the test signal is unable to establish synch through the QRM.

All three of MMSSTV's demodulators (Hilbert, Zero Cross and PLL) will be used for this test in order to evaluate their performance while demodulating a CSSTV or VariSSTV/IAL signal when various forms of OCI and CCI QRM and QRN are present. The default values for the demodulators will be accepted without further modification.
The "Differentiator" and "Polynomial" MMSSTV options will not be used.

The following MMSSTV options will be selected for the test. The "Very Sharp" receive pass band filter will be used at all times for this test. Also "Auto Stop", Auto Resync" and "Auto Restart" options will be used at all times for this test. The "Squelch Level" will be kept at "Lowest" at all times for this test. The "Auto Start" option will be set to VIS or Sync.

Good luck with your testing.

73
Marc
wa4ire

Yahoo! Groups Sponsor

www.nissandriven.com

To unsubscribe from this group, send an email to:
Vari_IAL-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

Your use of Yahoo! Groups is subject to the Yahoo! Terms of Service.

47. Updates to website

Yahoo group: sstv_plus
Date: 2001-08-19 20:41:43 UTC
From: Samuel Hunt
Topic: 47 Message: 47

Marc has sent me a few results of his new tests so far. I have found them very interesting, and put them up on the website for you all to see. You access them (they're a little hidden because I've run out of room on the left bar!) by:-

1:- Go to www.supersam.co.uk/ival
2:- Click on the left on VariSSTV
3:- At the bottom of the VariSSTV frame, you will find a link to the VariSSTV vs CSSTV webpage. Click on it.
4:- Click on the "here" in the paragraph talking about the second set.

It's all fairly obvious when you get there!

To speed things up, I've categorized them so that you can see each test in it's own category.

I must congratulate Marc on his results so far!

I've also updated the IAL program a little. You can find out more by clicking on "Download IAL" on the left bar.

Also, we've reached 48 images in the IAL comparisons. Just 2 more to go, then we've got the 50! You can see this by clicking on "IAL tests" on the left.

Anyway, just to keep you all updated on the progress.

How do you all feel about a contest? Suggestions for how we could run one incorporating IVAL would be welcomed!

Sam

48. Re: Updates to website

Yahoo group: sstv_plus
Date: 2001-08-23 20:34:49 UTC
From: wa4ire@yahoo.com
Topic: 47 Message: 48

Hello,

Just a few comments regarding the Severe Static Test. The test was performed so that the static levels were the same for each class of picture (for example, CSSTV/IVAL Scottie1). Both CSSTV and IVAL signals were approximately equal. The static level may be considered as severe.

The IVAL pictures have been processed in the Comparison Mode so keep in mind that the IAL side of the picture is on the right side.

The picture of the little girl really shows some dramatic differences. Look at the hair and the face and compare both the CSSTV and IVAL images.

The individual strands of hair seem to stand out better on the IVAL image. The face is better on the IVAL picture. The IVAL picture is clearer.

Generally I found the IVAL images to be significantly clearer and sharper than the CSSTV images when severe static was present. Both IVAL and CSSTV images show static noise lines but these noise lines have different chracteristics from each other as you can see from the pictures.

73
Marc
wa4ire

--- In Vari_IAL@y..., "Samuel Hunt" <SamuelHunt@S...> wrote:
> Marc has sent me a few results of his new tests so far. I have found them
> very interesting, and put them up on the website for you all to see. You
> access them (they're a little hidden because I've run out of room on the
> left bar!) by:-
>
> 1:- Go to www.supersam.co.uk/ival
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> It's all fairly obvious when you get there!

>
> To speed things up, I've categorized them so that you can see each
test in
> it's own category.
>
> I must congratulate Marc on his results so far!
>
>
> I've also updated the IAL program a little. You can find out more by
> clicking on "Download IAL" on the left bar.
>
>
> Also, we've reached 48 images in the IAL comparisons. Just 2 more
to go,
> then we've got the 50! You can see this by clicking on "IAL tests"
on the
> left.
>
> Anyway, just to keep you all updated on the progress.
>
>
> How do you all feel about a contest? Suggestions for how we could
run one
> incorporating IVAL would be welcomed!
>
> Sam

49. Updated IAL

Yahoo group: sstv_plus
Date: 2001-09-03 11:04:36 UTC
From: Samuel Hunt
Topic: 49 Message: 49

I've updated the website to include the new IAL program. Marc, Syl and myself have made significant process. We have developed several noise reduction tools which can (in most cases) eliminate red and blue "speckles" (and in all cases reduce them). This helps to reduce yellow shifts. It also features a "yellow shift" filter, which converts yellow shifts back to greyscale (where they belong). Lastly, it has "tonal locking", which can help JPEG compression compress the image, resulting in smaller file sizes or higher quality JPEG images. It also reduces the noise slightly so you can't see so much. However, it's a little too subtle to be obvious.

It also has an improved "comparison mode" system. Now, if you transmit an IAL image, you can transmit the entire image in IAL. This means that you can retrieve an entire IAL image for your records. However, if you wish to create a comparison image, then a deinterlace filter is run on the left hand side, giving back a correct image without the advantage of IAL (so you can see a "without").

I hope you all try the new system. The quality is much much better than before and should help silence the critics.

You can download and read more about the new system at www.supersam.co.uk/ival . Click on "Download IAL" on the left to find out more.

Sam

50. Noise Reduction filters.

Yahoo group: sstv_plus
Date: 2001-09-03 21:18:19 UTC
From: wa4ire@yahoo.com
Topic: 50 Message: 50

Hello,

I just finished viewing the examples of the new NR Filters posted on the Vari-IAL web page and I must say that our real world testing of these flters have yielded very impressive results. In my view, the the real world effectiveness of the NR filters will be much better than the examples indicate.

The original IVAL picture of the ship shown on the web page prior to the employment of the NR filters had very noticable yellow splotches and streaking especially on the top quarter of the image. The ship picture shown on the web page was decoded with the Blue NR Filter, the Yellow Filter and the Tonal Filter. By the way the Tonal Filter is linked to the Yellow Filter and this combination really works well in eliminating the yellow streaking and splotches. Even in the worst of band conditions you will find that this filter combination will greatly reduce yellow streaking and splotches.

I also found that in the vast majority of cases the Blue NR Filter was the only filter required to clean up the noise lines when yellow streaking and splotches were not an issue. However, there will be times when the Red NR Filter will enhance the image even more.

You will also notice that these NR filters will not reduce the clarity of the decoded IVAL image. This is a major benefit because the noise filters that we are normally accustomed to using typically reduce the sharpness of the image.

In conclusion, I urge that you to try using these NR filters. You will find that the effectiveness of these filters is amazing. Thanks Sam for creating another very effective enhancement to VariSSTV.

73
Marc
wa4ire

51. Re: Noise Reduction filters.

Yahoo group: sstv_plus
Date: 2001-09-03 21:28:14 UTC
From: wa4ire@yahoo.com
Topic: 50 Message: 51

-Hello,

I just want to make a correction. The ship picture shown on the Vari_IAL web page also used the Red NR Filter. In my opinion, the Red NR Filter will not be used that much even for pictures affected by yellow streaking and splotches.

73
Marc
wa4ire

-- In Vari_IAL@y..., wa4ire@y... wrote:
> Hello,
>
> I just finished viewing the examples of the new NR Filters posted on
> the Vari-IAL web page and I must say that our real world testing of
> these flters have yielded very impressive results. In my view, the
> the real world effectiveness of the NR filters will be much better
> than the examples indicate.
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> and streaking especially on the top quarter of the image. The ship
> picture shown on the web page was decoded with the Blue NR Filter,
> the Yellow Filter and the Tonal Filter. By the way the Tonal Filter
> is linked to the Yellow Filter and this combination really works well
> in eliminating the yellow streaking and splotches. Even in the worst
> of band conditions you will find that this filter combination will
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> I also found that in the vast majority of cases the Blue NR Filter
> was the only filter required to clean up the noise lines when yellow
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> times when the Red NR Filter will enhance the image even more.
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> clarity of the decoded IVAL image. This is a major benefit because
> the noise filters that we are normally accustomed to using typically
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>
> In conclusion, I urge that you to try using these NR filters. You
> will find that the effectiveness of these filters is amazing.
Thanks
> Sam for creating another very effective enhancement to VariSSTV.
>
> 73
> Marc
> wa4ire

52. A CSSTV & IVAL comparison image

Yahoo group: sstv_plus
Date: 2001-09-06 20:12:01 UTC
From: Samuel Hunt
Topic: 52 Message: 52
Attachments: 1 described; binary payloads are missing from this source WARC

I have attached a monumental image. It shows a CSSTV and IVAL comparison image. I have created a program that will produce a CSSTV and IVAL comparison image with some user intervention. This means that the left side is sent with CSSTV and no IAL. The right side is sent with both IAL and Vari. The synchs are sent with Vari.

This image is evidence that IVAL has a strong advantage over CSSTV. I hope that you all agree that the CSSTV side (with it's bright green speckles) is far less attractive than the IVAL side with it's muted blue splotches. All noise reduction filters in IAL produced the best results for this comparison image.

The tests took place by a good friend of mine who works at the BBC World Service division. Here they have access to very advanced and expensive HF simulators. The settings fed in (as I remember) were:-

Average ham path for 14.230, Skip, Constant.

The average ham path basically means that this is the S:N that you can expect to find most frequently, so is a fair indication of the image quality. There are over 100 variables which were all fed in.

Producing many of these images would be very time consuming. Just to produce this one image took over 2 hours. However, it shows what we have all suspected for a long time - Vari has the advantage over CSSTV when used with IAL.

I hope that you all agree that this image is proving this. I am going to make another image, with an enhanced set of colour bars (100% intensity, 75%, 50%, 25%). There will also be a greyscale. The image will be mirrored down the middle, so we can easily see the difference.

I am going to collect as many of these images as I can. However, it is difficult for us to get access to the HF simulator since it is commonly in use in the R&D department. Also, this is not proper work (under either of our job titles!!!). I've got easy access to a UHF simulator, so I could experiment with the 70cm band, but HF is more close to ham.

Sam

53. Stay tuned for a new IVAL model.

Yahoo group: sstv_plus
Date: 2001-09-17 23:05:32 UTC
From: wa4ire@yahoo.com
Topic: 53 Message: 53

Hello,

The development of VariSSTV is far from over. We are in the process of testing a new IVAL model created by Sam Hunt. In my opinion, this new IVAL model will vastly improve IVAL's performance when band conditions are poor to fair. The test results of this new IVAL model have been very impressive and I am looking forward to the release of this new model to the MMSSTV community. Stay tuned.....

73
Marc
wa4ire

54. Latest IAL version

Yahoo group: sstv_plus
Date: 2001-09-23 16:59:03 UTC
From: Samuel Hunt
Topic: 54 Message: 54
Attachments: 1 described; binary payloads are missing from this source WARC

Marc and I have both agreed that I ought to be keeping you all more updated on how all of the IVAL testing is progressing.

I do not know which last version you saw, but let me list the stages which lead to the current IVAL model:-

1:- VariSSTV produced yellow streaking, so IAL was introduced

2:- IAL did not remove all of the noise, so the B and R NR filters were created

3:- These removed most of the noise, but not all, so the yellow and tonal NR filters were created

4:- This still suffered from QRM bursts, so an interlace filter (much like MScan's TV mode) was created. This spreads QRM out

5:- QRM bursts can now be fairly effectively detected, and so a line doubling system will remove QRM bursts. Therefore, a line doubling system using the G channel to detect a QRM burst was created. This is the G NR filter.

6:- UHF and VHF operators have been complaining that the post-reception filter that has to be applied because of IAL was reducing the resolution too much. Therefore, the IAL was made optional. In good conditions, it need not be used because it takes more away from the image quality than it gains.

So, there have been 6 main steps. Please try the filters that are new to you, and let me know what you think.

The interlace filter has been tested by Marc, and this is proving to give very good results, which is good. There is not much more work to be done to this.

The G NR filter is, as yet, untested. I would be interested in how it preforms. It should detect QRM bursts and remove them completely. Due to the interlacing, not much image quality will be lost.

The yellow shift and tonal NR filters are now independent. Sometimes tonal NR has very adverse effects, so it is best left off. Therefore, they are now independent.

Marc and Syl have preformed some tests with IVALTV (the name for IVAL with interlace. VariTV is the name for Vari with interlace but no IAL), and the results are very impressive. The noise is greatly reduced, and in many cases removed now.

If you get any interesting pictures, please don't hesitate to send them on to me or Marc. We would be very interested to see them!

Many thanks,

Sam

55. How to use the new IAL release

Yahoo group: sstv_plus
Date: 2001-09-24 00:31:47 UTC
From: wa4ire@yahoo.com
Topic: 55 Message: 55

Hello,

Thanks to Sam Hunt VariSSTV has come a long way in a very short time. Three new variations of VariSSTV have been developed by Sam. Namely, IVAL, IVALTV and VariTV. IVAL and IVALTV use the IAL processor while VariTV mode does not. Of course, IVAL, IVALTV and VariTV can use the NR filters.

The IVALTV and VariTV models are the newest developments and our lab and the field test results have been awesome. IVALTV was primarily designed by Sam to give superior resistance to QRM, QRN and QSB when the band conditions are poor to fair. Of course, you can use IVALTV when band conditions are good to excellent if you wish.

IVALTV uses interlaced lines and IAL processing. You can select Scottie1, Scottie2, Martin1, Martin2, SCT-120, SCT-180 or Scottie DX modes for the IVALTV or VariTV models. The IVALTV or VariTV model transmission time will always equal the trasmission time of the mode selected.

It should be pointed out here that MSCAN pioneered the TV mode or interlaced mode. However, it is equally important to point out that IVALTV and the VariTV models are signficantly different in almost every way from MSCAN's TV1 and TV2 modes. The only thing that is similar is the general principal that an interlaced line transmission will spread out the adverse effects of QRM, QRN and QSB on the received image making it less obvious.

In my opinion the quality of IVALTV is superior to the MSCAN TV model due to the use of IAL and a unique interlacing scheme. Also, MSCAN's TV modes are susceptible to horizontal line tearing while IVALTV and VariTV are not. Also IVALTV and VariTV can be used with the Scottie, Martin, SCT (Wrasse)and Scottie DX modes and the transmission time will not exceed the time for the selected mode. Last the NR filters included with the IAL program are very effective in mopping up what remains of the noise lines even in the worst of conditions without sacrficing picture sharpness. The effectiveness of IVALTV on minimizing the effects of QRM, QSB and QRN to say the least is a major breakthrough.

Our lab and field tests of the IVALTV model show that the IAL processor is even more effective due to the use of interlaced lines, the effects of QRN, QSB, and QRM are spread out over the entire image and this makes it a lot easier for the IAL processor and NR filters to minimize or eliminate the results of such interference.

Our lab and field tests of the IVALTV model show that the sharpness of the IALTV image is normally better than the IVAL model. This difference can be seen best when very small text is present in the image. The VariTV model uses interlaced lines but does not use the IAL processor. As a result, VariTV will give the best sharpness but will be less effective in removing the effects of QRM, QRN, and QSB.

The IVALTV model was designed to be used on the HF bands. Especially, 75, 40, 20, 17 and 15 meters. VariTV was designed to be used on the VHF/UHF bands where QRM, QRN and QSB are less likely to be a issue. However, VariTV can be used on any band when conditions are good to excellent.

The lab and field tests of the IVALTV model show that the noise lines are very similar to the multi-colored noise lines seen on CSSTV images. As a result, you will find that the use of the blue, red and green NR filters will almost always be employed in the decoding process. The yellow NR filter will only have to be used when yellow streaks or splotches are present in the image. The tonal filter should normally be used in conjunction with the yellow NR filter when the intensity of the yellow streaking or splotches is severe. Yellow streaking and splotches usually occur when the IVAL signal to noise ratio is very poor. Since I have been using IVALTV I have noticed that the probablilty of decoding an image with severe yellow streaking and splotches prior to the application of the yellow and tonal NR filters has been greatly reduced.

The Lab and field tests of IVAL, IVALTV and VariTV show that the sharpness of the decoded image is not adversely or even noticable affected by the correct use of the NR filters. You can prove this to yourself by simply encoding an IVAL, IVALTV or VariTV image and decoding it immediately in the IAL program.

However, the lab and field tests of IVALTV show that the use of very small red, yellow and green text (less than font size 18) should be avoided as the red, green and yellow NR filters may reduce the readability of such tiny text. However, in the unlikely event that such tiny text is desired make the text bold and use a black siege or outline and this will improve the quality of the text. Any text color or format can be used when the font size is equal to or greater than 18. Of couse as with CSSTV one must consider the background color that the text will appear on.

The IVAL, IVALTV and VariTV models in their present form can still be vastly improved upon if one or more of the SSTV programmers such as Mako would be willing to colaborate closely with Sam Hunt and develop the IVAL, IVALTV and VariTV models to their logical conclusion.

For example, the need for NR filtering would be vastly reduced if certain minor changes were made in the MMSSTV code. These changes would not affect the CSSTV model used in MMSSTV.

Also, the effectivenss of porch signalling can be significantly improved by making minor changes to the MMSSTV code. However, our lab and field tests of IVALTV have not experienced any porch signalling failures even in the presence of severe QRM, QSB and QRN. Such a failure would result in a negative decoded image. However, in its present format in the IAL program IVAL and IVALTV porch signaling failures can easly be corrected by selecting the INVERT button in the IAL program. When the INVERT button is selected a decoded negative image is immeidately changed to a positve image which is viewable. The need to peform this action should be quite rare but more likely when the signal to noise ratio is extremely poor.

This latest release of the IAL program needs to be tested by as many of you as possible. This latest rlease of the IAL program should be considered a Beta program. If any anomolies are discovered please send the original decoded BMP image using the New Comparison mode to Sam Hunt or myself with a description of the problem you experienced.

You will notice that the IAL program has a box entitled "New Comp" which means New Comparison mode. Please select this mode when you encode your pictures. The New Comparison mode will allow you to decode the image in the old comparison format where only the right side of the picture is IAL processed and also it will allow you to view the entire image processed by IAL.

To use the New Comparison Mode for encoding an image simply select "New Comp" in the IAL program. To decode a New Comparison image so that the comparison mode is active simply select the "New Comp" box in the IAL program and decode the received image with desired NR filters also selected.

To decode the New Comparison image so that the comparison mode is not active simply deselect the "New Comp" and "Comparison" boxes in the IAL program and the decode the image with the desired NR filters selected. The resultant image will be completely IAL processed (both left and right sides of the image).

To use the IVAL model simply deselect the "Interlace" box and select the "IAL" box. To use the IVALTV model simply select the "IAL" and "interlace" boxes. To use the VariTV model simply deselect the "IAL" box and select the "Interlace" box.

I suspect that this will not be the last release of IVALTV and VariTV as Sam is presently working on enhancements for these models as you read this posting. Also Sam is working on a new SSTV Digital Mode which will impact the VHF/UHF and 10 meter SSTV community. The intial test results for the new Digital Mode are so good that I am unable to distinguish any difference between the received test image and the original test picture. So stay tuned for more exciting developments from Sam Hunt.....

It is my hope that Mako will at least incorporate Sam's latest IAL Beta program in the next release of MMSSTV. This action will allow

several hundred MMSSTV users to try IVAL, IVALTV and VariTV and give us valuable feedback on the performance of these models. I am confident that this action would lead to the formal incorporation of these models into MMSSTV which would result in even better IAL performance.

If you are as impressed with IAL, IALTV and VariTV as I am please spread the word and share the latest IAL program with others and encourage them to try the IAL program models with you and to join this group for the purpose of sharing their experiences and comments with all of us.

In closing I congratulate Sam Hunt for thinking outside the box and pushing the state of the art to new heights with the developement of IVAL, IVALTV and VariTV. I am sure that the SSTV community will soon discover the effectivenss of these new models and join me in thanking and congratulating Sam for his major contribution to SSTV.

If you have any questions or comments please feel free to contact me at wa4ire@... or please post a message.

56. My thanks to K9SYL

Yahoo group: sstv_plus
Date: 2001-09-24 02:29:40 UTC
From: wa4ire@yahoo.com
Topic: 56 Message: 56

Hello,

Again I would like to take this opportunity to thank Syl, K9SYL for
his invaluable participation in the field testing of the IVAL, IVALTV
and VariTV models. Thanks again Syl.

73
Marc
wa4ire

57. Re: [Vari_IAL] How to use the new IAL release

Yahoo group: sstv_plus
Date: 2001-09-24 17:56:41 UTC
From: Samuel Hunt
Topic: 55 Message: 57

My thanks for Marc for writing this in-depth instructions.

I did mean to write some very in depth instructions (such as these), but sadly time is not my friend at the moment. I have decided, therefore, to put my time into the programming, and give as short instructions as I can without really compromising usability.

However, these instructions from Marc will steer you in the right direction!

My thanks again to Marc for his lab tests of these systems as they are progressing, and both Marc and Syl for the on-air tests. These tests are what is making the model improve so well.

For those who are technically minded among us, you can be helped with the concept of this interlacing by thinking of it a little as FEC. It helps remove static crashes very well, but if the static is constantly high throughout the image, it has little effect.

Marc refers to my modified version of the interlacing system. My method differs in three main ways. Firstly, it uses 32 repeats. This is proving to spread the noise out the most (so the NR filters have the best chance of removing it). Secondly, the lines are moved in pairs. This means that IAL still has it's very good OCI/CCI rejection capablilities. Thirdly, the lines are sequenced differently, so unlike a TV mode, whereby a static crash across 4 lines (or however many) will start to make the static become 2 or 3 lines big, this will try and keep static crashes apart, so the NR filters have the best chance at removing the static crash.

Anyway, I hope you all have success with testing!

One fault with TV modes is that they fail when partially started. I am going to make digital "key lines" to combat this problem, but just be aware of it - you should have the complete image to get an image.

Sam
----- Original Message -----
From: wa4ire@...
To: Vari_IAL@yahoogroups.com
Sent: Monday, September 24, 2001 1:31 AM
Subject: [Vari_IAL] How to use the new IAL release

Hello,

Thanks to Sam Hunt VariSSTV has come a long way in a very short time.
Three new variations of VariSSTV have been developed by Sam. Namely,
IVAL, IVALTV and VariTV. IVAL and IVALTV use the IAL processor while
VariTV mode does not. Of course, IVAL, IVALTV and VariTV can use the
NR filters.

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and the field test results have been awesome. IVALTV was primarily

designed by Sam to give superior resistance to QRM, QRN and QSB when the band conditions are poor to fair. Of course, you can use IVALTV when band conditions are good to excellent if you wish.

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In my opinion the quality of IVALTV is superior to the MSCAN TV model due to the use of IAL and a unique interlacing scheme. Also, MSCAN's TV modes are susceptible to horizontal line tearing while IVALTV and VariTV are not. Also IVALTV and VariTV can be used with the Scottie, Martin, SCT (Wrasse)and Scottie DX modes and the transmission time will not exceed the time for the selected mode. Last the NR filters included with the IAL program are very effective in mopping up what remains of the noise lines even in the worst of conditions without sacrficing picture sharpness. The effectiveness of IVALTV on minimizing the effects of QRM, QSB and QRN to say the least is a major breakthrough.

Our lab and field tests of the IVALTV model show that the IAL processor is even more effective due to the use of interlaced lines, the effects of QRN, QSB, and QRM are spread out over the entire image and this makes it a lot easier for the IAL processor and NR filters to minimize or eliminate the results of such interference.

Our lab and field tests of the IVALTV model show that the sharpness of the IALTV image is normally better than the IVAL model. This difference can be seen best when very small text is present in the image. The VariTV model uses interlaced lines but does not use the IAL processor. As a result, VariTV will give the best sharpness but will be less effective in removing the effects of QRM, QRN, and QSB.

The IVALTV model was designed to be used on the HF bands. Especially, 75, 40, 20, 17 and 15 meters. VariTV was designed to be used on the VHF/UHF bands where QRM, QRN and QSB are less likely to be a issue. However, VariTV can be used on any band when conditions are good to excellent.

The lab and field tests of the IVALTV model show that the noise lines are very similar to the multi-colored noise lines seen on CSSTV images. As a result, you will find that the use of the blue, red and

green NR filters will almost always be employed in the decoding process. The yellow NR filter will only have to be used when yellow streaks or splotches are present in the image. The tonal filter should normally be used in conjunction with the yellow NR filter when the intensity of the yellow streaking or splotches is severe. Yellow streaking and splotches usually occur when the IVAL signal to noise ratio is very poor. Since I have been using IVALTV I have noticed that the probablilty of decoding an image with severe yellow streaking and splotches prior to the application of the yellow and tonal NR filters has been greatly reduced.

The Lab and field tests of IVAL, IVALTV and VariTV show that the sharpness of the decoded image is not adversely or even noticable affected by the correct use of the NR filters. You can prove this to yourself by simply encoding an IVAL, IVALTV or VariTV image and decoding it immediately in the IAL program.

However, the lab and field tests of IVALTV show that the use of very small red, yellow and green text (less than font size 18) should be avoided as the red, green and yellow NR filters may reduce the readability of such tiny text. However, in the unlikely event that such tiny text is desired make the text bold and use a black siege or outline and this will improve the quality of the text. Any text color or format can be used when the font size is equal to or greater than 18. Of couse as with CSSTV one must consider the background color that the text will appear on.

The IVAL, IVALTV and VariTV models in their present form can still be vastly improved upon if one or more of the SSTV programmers such as Mako would be willing to colaborate closely with Sam Hunt and develop the IVAL, IVALTV and VariTV models to their logical conclusion.

For example, the need for NR filtering would be vastly reduced if certain minor changes were made in the MMSSTV code. These changes would not affect the CSSTV model used in MMSSTV.

Also, the effectivenss of porch signalling can be significantly improved by making minor changes to the MMSSTV code. However, our lab and field tests of IVALTV have not experienced any porch signalling failures even in the presence of severe QRM, QSB and QRN. Such a failure would result in a negative decoded image. However, in its present format in the IAL program IVAL and IVALTV porch signaling failures can easly be corrected by selecting the INVERT button in the IAL program. When the INVERT button is selected a decoded negative image is immeidately changed to a positve image which is viewable. The need to peform this action should be quite rare but more likely when the signal to noise ratio is extremely poor.

This latest release of the IAL program needs to be tested by as many of you as possible. This latest rlease of the IAL program should be considered a Beta program. If any anomolies are discovered please send the original decoded BMP image using the New Comparison mode to

Sam Hunt or myself with a description of the problem you experienced.

You will notice that the IAL program has a box entitled "New Comp" which means New Comparison mode. Please select this mode when you encode your pictures. The New Comparison mode will allow you to decode the image in the old comparison format where only the right side of the picture is IAL processed and also it will allow you to view the entire image processed by IAL.

To use the New Comparison Mode for encoding an image simply select "New Comp" in the IAL program. To decode a New Comparison image so that the comparison mode is active simply select the "New Comp" box in the IAL program and decode the received image with desired NR filters also selected.

To decode the New Comparison image so that the comparison mode is not active simply deselect the "New Comp" and "Comparison" boxes in the IAL program and the decode the image with the desired NR filters selected. The resultant image will be completely IAL processed (both left and right sides of the image).

To use the IVAL model simply deselect the "Interlace" box and select the "IAL" box. To use the IVALTV model simply select the "IAL" and "interlace" boxes. To use the VariTV model simply deselect the "IAL" box and select the "Interlace" box.

I suspect that this will not be the last release of IVALTV and VariTV as Sam is presently working on enhancements for these models as you read this posting. Also Sam is working on a new SSTV Digital Mode which will impact the VHF/UHF and 10 meter SSTV community. The intial test results for the new Digital Mode are so good that I am unable to distinguish any difference between the received test image and the original test picture. So stay tuned for more exciting developments from Sam Hunt.....

It is my hope that Mako will at least incorporate Sam's latest IAL Beta program in the next release of MMSSTV. This action will allow several hundred MMSSTV users to try IVAL, IVALTV and VariTV and give us valuable feedback on the performance of these models. I am confident that this action would lead to the formal incorporation of these models into MMSSTV which would result in even better IAL performance.

If you are as impressed with IAL, IALTV and VariTV as I am please spread the word and share the latest IAL program with others and encourage them to try the IAL program models with you and to join this group for the purpose of sharing their experiences and comments with all of us.

In closing I congratulate Sam Hunt for thinking outside the box and pushing the state of the art to new heights with the developement of IVAL, IVALTV and VariTV. I am sure that the SSTV community will soon

discover the effectivenss of these new models and join me in thanking and congratulating Sam for his major contribution to SSTV.

If you have any questions or comments please feel free to contact me at wa4ire@... or please post a message.

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Start here...

Height:
345678 ft 01234567891011in

Weight:
lbs. kg.

To unsubscribe from this group, send an email to:
Vari_IAL-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

Your use of Yahoo! Groups is subject to the Yahoo! Terms of Service.

61. How to use the latest IAL program. Version 2.1.17

Yahoo group: sstv_plus
Date: 2001-10-10 23:49:06 UTC
From: wa4ire@yahoo.com
Topic: 61 Message: 61

Hello,

The IAL.EXE program was designed to be used with MMSSTV versions 1.02 and above in conjunction with the Windows Operating System (95, 98, ME, NT, 2000) "Clipboard Viewer" program. The IAL program's interaction with the Clipboard Viewer is done automatically and in the background. However, you can open up the Windows Clipboard Viewer program and observe the process if you wish. If you are not sure where this program is in Windows simply do a search using the word "clipboard" or "clipboard viewer".

Before we get into the decoding and encoding procedures I would like to point out how important it is to perform an accurate receive and transmit slant adjustment in the MMSSTV program. Due to the fact that IVALTV and VARITV employ an interlaced scanning format attention should be paid to the MMSSTV receive and transmit adjustments.

If the MMSSTV receive slant adjustment is off then the Transmit slant adjustment will be incorrect and these errors will affect the quality of IVALTV and VARITV images.

Here is a brief description on how to perform an accurate receive and transmit MMSSTV slant adjustment. Open the MMSSTV Sync window and place the mouse pointer over this window and right click once. A drop sown box will appear. Select "Accuracy of initial Sync" and set this value to "Highest".

1. Go to Options in the MMSSTV program and select "Setup MMSSTV".

2.Go to the MISC tab and in the lower left corner you will see the receive and transmit sound card clock adjustment windows.
Select "ADJ" to perform the receive slant adjustment.

3. The WWV calibration window will appear.

4. Tune in a WWV station at 10 or 15 Mhz. Set your receiver for AM reception and turn off the receiver AGC. Now adjust your RF gain to eliminate any audio distortion that may be present. Adjust the audio gain of the receiver for the correct level.

5. You will notice a dotted green line at the right side of the WWV calibration window. This is a reference line which will aid you in making the adjustment. You should also notice a white vertical line appearing on the WWV calibration window. Place your mouse at the bottom of this white vertical line on the left edge of the line and right click once. The green dotted vertical reference line will now superimpose itself on the left edge of the white vertical line. This

is your reference line over time.

6. Next place the mouse pointer on the bottom of the green vertical line and left click once. A + will appear over the green dotted reference line.

7. Next place the mouse pointer on the top of the green vertical line and wait. how long should you wait? The longer the white vertical line the more accurate the slant adjustment. The quality of sound cards vary widely. I have a Sound Blaster Live sound card and I found that I had to let the WWV calibration program run for about an hour before I noticed that the deviation between the green vertical reference line and the calibration line between the two +'s ceased to increase. When this point was reached I made sure that the top + was centered on the left edge of the white vertical line and I left clicked the mouse once. Once this is done the slant adjustment is displayed and should be accepted.

As the white vertical line prgresses keep the line you created previously with the left click of the mouse and which has a + at either end superimposed on the top left edge of the developing white vertical line; and compare the deviation between this line and the green dotted vertical reference line periodically. Eventually you will reach a point in time when the space between thee two lines ceases to increase. When this point is reached you are ready to left click the mouse and accept the slant adjustment. Again it is important to stress how important it is to let this WWV slant adjustment program run for a long time before you make the final adjustment just to be on the safe side.

8. Once the MMSSTV receive slant adjustment is completed the WWV calibration window will close. Next we must perform the MMSSTV transmit adjustment.

9. To perform the MMSSTV slant adjustment go to Options then Setup MMSSTV. Go to the TX tab and under the "Loopback" option select "External Full Duplex. Next select the RX tab and select "RAM" under "Receive Buffer". This selection will enable the "High Accuracy Slant Adjustment" or smiley face in the MMSSTV Sync window.

10. Use an audio patch cable and insert one end into The sound card's audio input and the other end of the cable into audio output of the sound card.

11. Next go to MMSSTV Options and select Soundcard Input Level and select the correct the audio level control and adjust the audio input level to a nominal value.

12. Now load a picture into the Transmit Window and transmit a picture in the Martin1 mode.

13. The picture that appears in your transmit window should appear in the MMSSTV receive window and in the Sync window.

14. Once the picture has been received go to the MMSSTV Sync window. The smiley face at the bottom of the window should now be yellow. Select the smiley face and the MMSSTV program will automatically compute the slant computation after a full frame has been received.

15. At the end of the receive slant computation process the TX button on the bottom right of the MMSSTV Sync window should be active (not grayed out). Select the TX button and MMSSTV will correct your Transmit slant adjustment automatically for you. Don't select MEM because this will change your receive slant value to an incorrect value. You should only have to select the TX button once to make an accurate transmit slant adjustment. Of course everything rests upon the accuracy of your initial receive slant adjustment.

Once you successfully perform the MMSSTV receive and transmit slant adjustments you will notice that the slant adjustment of other SSTV stations will probably deviate a bit from each other's setting as well as your own. You can compensate for these minor deviations which could affect the quality of the IVALTV and VARITV images by using the smiley face to correct the slant error on each received picture. Once you select the smiley face MMSSTV will correct the slant error for that picture. Don't select MEM in the Sync window as this will mess up your RX slant adjustment. Don't select TX in the Sync window as this will mess up your transmit slant adjustment. Now you can start the IAL program decoding process. After you have finished decoding the received picture place your mouse pointer on the Sync window and right click once and a drop down box will appear. Now select "Return to the settings Sampling Frequency". This will restore your receive slant to the correct value your WWV calibration adjustment calculated and you are ready to receive the next picture.

If you don't pay attention to the slant issue you may notice that some of the IVALTV and VARITV images you receive may exhibit a bit of horizontal tearing. This is especially noticeable in a picture which contains one or more straight vertical components such as a flag pole. The flag pole may show a bit of waviness rather than being straight if the slant error is significantly off.

If MMSSTV users follow the procedure outlined above everyone would be on the same page as far as the slant adjustments are concerned. If people would pay closer attention to the accuracy of their initial receive slant adjustment spot adjustments with the smiley face would not have to be made as frequently.

However, you will notice that the smiley face slant adjustment will vary a bit between different pictures when using the Loop Back option. You will notice that the same picture sent via the Loop back option using different modes such as Scottie1 or Martin1 may also have slightly different smiley face slant calculations. Also under real world conditions periodic loss of sync and multi-path issues can

increase the slant error of a received picture. The use of the smiley face in the MMSSTV Sync window is especially helpful in such cases. Especially if you are receiving an IVALTV or VARITV image.

If you are performing the MMSSTV receive slant adjustment for the first time using the WWV calibration tool you may want to let the vertical white line run for a half page and conclude the adjustment at this point just to get the white vertical line reasonably straight. Next initiate the Receive WWV slant adjustment process one more time and let it run for an hour just to be on the safe side before accepting the final slant correction computation.

How to encode a IVAL, IVALTV or VARITV picture.

1. Open MMSSTV and IAL.EXE

2. You can open Windows Clipboard Viewer at this point but this is not necessary (clipbrd.exe for Windows ME).

3. Load the desired picture from your files to the Transmit window of MMSSTV (Load from file). Do not use a compressed picture file for the source of your image.

4. Place the mouse pointer over the transmit window of MMSSTV and right click the mouse once and a drop down box will appear. Choose Copy.

5. The picture in the transmit window of MMSSTV will now appear in the Clipboard Viewer whether or not this program is opened.

6. Now you are ready to Encode the picture into one of the following modes. IVAL, IVALTV or VARITV.

7. To select the IVAL mode check New Comp and the IAL check boxes.

To select the IVALTV mode check New Comp and the IAL and Interlace boxes.

To select the VARITV mode check the New Comp and the Interlace boxes.

8. Now select the encode button and the picture will be encoded in the proper format in the IAL program picture window.

9. Place the mouse pointer over the MMSSTV Transmit window and right click once. A drop down box should appear. Select "paste". The encoded image should now appear in the MMSSTV transmit window.

10. Select any of the following MMSSTV modes: Scottie1, Scottie2, Scottie DX, Martin1, Martin2, SC2-120 or SC2-180.

11. Select the TX button in MMSSTV.

How to decode a received picture.

1. Place the mouse pointer over the MMSSTV receive window and right click once. A drop down box will appear. Select "copy" and the encoded image will be transferred into the clipboard viewer. The encoded image can also be transferred from the MMSSTV History window in the same manner.

2. In the IAL program select "decode" and the encoded image you received will be decoded. Of course the transmitting station will have to tell you If he sent a IVAL, IVALTV or VARITV encoded image. However, after you gain a bit of experience you will be able to easily tell the difference between an encoded IVAL, IVALTV, or VARITV image.

If you have the New Comp checkbox selected in the IAL you can view a decoded picture which only shows the right side of the picture processed by IAL program. This feature allows you to compare the effectiveness of the IAL program for the model you have selected. If you don't want to use this feature simply make sure that the New Comp and Comparison Mode checkboxes are not selected during the decoding process.

The following is a brief description and proper use the NR filters. The NR filters are very effective at cleaning up what remains of any noise lines that appear on the picture after the IAL process has finished. The Blue, Red and Green NR Filters along with the Yellow and Blue Shift Filters will not reduce the sharpness of the picture when they are employed. You can prove this to yourself by encoding and immediately decoding a picture with all of these filters checked.

B (Blue) NR (Noise Reduction) Filter

This filter should be left on all the time when you decode an image. This filter is very effective. However, for pictures received in the noise level of the receiver under very poor conditions you may experience some blue splotches in the picture. In such as case you will probably get better results by using the Blue Shift Filter rather than the Blue NR Filter.

R (Red) NR (Noise Reduction) Filter

This filter will not be used as frequently as the others as it can introduce some red splotches into the decoded image. However, there will be instances when this filter will be very effective in cleaning up noise lines. The Rule of thumb here is to turn the Red NR Filter off if red splotches appear on the decoded image.

G (Green) NR (Noise Reduction) Filter

This filter is very effective at eliminating QRM bursts. You will note the slider which appears below the Blue Shift check box. This slider controls the aggressiveness of the Green NR filter. The greater the value the more aggressive this filter will become at removing the noise lines that survive the IAL process. You will find

that if the slider is set to too high a value some distortion (usually in the form of a shimmer) can be induced into the picture. The rule of thumb here is to reduce the aggressiveness of the Green NR Filter when this distortion is observed.

The Green NR Filter can provide some fantastic results. However, in its present form this filter can affect text highlighting if the aggressiveness of the filter is set above 3. For example, if you use the stock MMSSTV CQ template your call will appear in blue with white highlighting. When the Green NR Filter is set to a value above 3 the white highlighting above your call will disappear. The fix is simple. Use a font such as Comic Sans MS. The Green filter has a tendency to eliminate straight white lines as the aggressiveness of the filter is increased. The Comic Sans MS font and others like it will work quite well even when the Green filter set to 20.

While we are on the subject of font size try and avoid using any font size less than 18 because the NR filters may make such tiny text hard to read. If you have to use such tiny text try to avoid blue, red, green and yellow text. Once the font size is 18 or greater you will not have to worry about this issue.

Yellow Shift and Tonal NR filters.

It has been observed that certain light colored backgrounds (such as white, pale blue or pink) have a tendency to exhibit yellow streaks along the axis of the noise lines. These Yellow streaks normally occur as a result of a deep fade or a poor signal to noise ratio (very weak signal). The Yellow Shift Filter used in conjunction with the Tonal NR Filter will eliminate or at least greatly minimize any yellow streaks or splotches which may appear on the picture. You probably won't use this filter combination all that often unless you receive a lot of polar bear or winter scene pictures that are received under very poor band conditions. The Tonal Filter can be used in conjunction with the Yellow Shift Filter for severe cases of yellow streaking or splotches. You will find that the Tonal Filter is a very aggressive filter and it is very effective at removing any yellow streaks or splotches that make it through the IAL process.

The Blue Shift Filter has been designed to eliminate or minimize large blue splotches which may occur on pictures which have been received in or near the receiver noise floor. So you won't be using this filter all that much.

After a bit of experimentation you will feel more comfortable with the use of the NR filters. If you don't like the filter results simply reinitiate the decoding process with the new NR filter selections. Don't forget to recopy the received picture from the MMSSTV Receive or History window back into the Windows Clipboard Viewer before decoding the picture again.

IVAL is an enhanced version of VariSSTV. IVAL is much more resistant to the effects of QRM, QRN and QSB than VariSSTV due to the IAL process. IVALTV is even more resistant to the effects of QRM, QRN and QSB than IVAL is due to the combination of IAL and FEC interlaced scanning. VARITV has been designed for maximum picture sharpness or clarity. However, this model is not as effective at minimizing the effects of QRM, QRN and QSB as IVALTV because only FEC interlace scanning is used. You would probably use VARITV more on VHF/UHF where the signals are usually more constant and less susceptible to QRM, QSB and QRN. However, You may use VARITV on all the HF bands when conditions are good. 10 and 15 meters may also be good bands to use VARITV conditions permitting.

The IAL program should be considered a Beta Program. This product is still in the development stage. Let us know if you have any problems with the program. We would also be very much interested in your evaluation of the program and any comments you may want to offer about the performance of IVAL, IVALTV and VARITV. Please join the Vari-IAL Yahoo Group (VARI-IAL@y...) which is devoted to the development and evaluation of IAL. Please join this group and share your experiences with this product with us.

Please note that VARISSTV and IAL were developed by Sam Hunt and is offered free of charge to the MMSSTV Amateur Radio community. There will be no charge for this product now or in the future. Once the IAL program is ready for public release we hope that it will be added as a plug in program along with MMSSTV so that others will be able to evaluate the IAL program. If the reaction to the IAL program is positive then Mako will most likely incorporate a real time version of IAL into the MMSSTV program. So your comments and evaluations are very important to the further development of IAL and its variations.

Please enjoy the program.

73
Marc
wa4ire

62. New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-12 22:15:24 UTC
From: Vari_IAL@yahoogroups.com
Topic: 62 Message: 62

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the Vari_IAL
group.

File : /ial2117.exe
Uploaded by : wa4ire@...
Description : IAL version 2.1.17

You can access this file at the URL

http://groups.yahoo.com/group/Vari_IAL/files/ial2117.exe

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

wa4ire@...

63. New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-14 13:31:50 UTC
From: Vari_IAL@yahoogroups.com
Topic: 62 Message: 63

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the Vari_IAL
group.

File : /tigerqrm.bmp
Uploaded by : wa4ire@...
Description : IVALTV. Decode using the blue NR andthe green NR set to 11

You can access this file at the URL

http://groups.yahoo.com/group/Vari_IAL/files/tigerqrm.bmp

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

wa4ire@...

64. IVALTV Tiger Picture

Yahoo group: sstv_plus
Date: 2001-10-14 13:43:22 UTC
From: wa4ire@yahoo.com
Topic: 64 Message: 64

Hello,

I have just added an IVALTV picture entitled "TigerQRM" to the files section. This file is in the BMP format so you can decode this picture as you wish with IAL version 2.1.17.

I decoded this picture with the Blue and Green NR Filters active and the Green NR filter was set to 11. With these selections all the noise lines caused by the OCI QRM were eliminated.

This picture shows noise lines which resulted from a few very strong QRM bursts which occurred on the same frequency. Try decoding this picture with IAl version 2.1.17 and see how well IVALTV works for yourself.

IVALTV is still in the development stage and Sam is working on improvements for this mode even as this note is being written. It's hard to belive that IVALTV can be made even better after viewing this picture. In the meantime, have fun trading IVALTV pictures.

73
Marc
wa4ire

65. New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-18 23:51:56 UTC
From: Vari_IAL@yahoogroups.com
Topic: 62 Message: 65

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the Vari_IAL
group.

File : /guirequest.jpg
Uploaded by : ronchap@...
Description : GUI update request with 3 added buttons.

You can access this file at the URL

http://groups.yahoo.com/group/Vari_IAL/files/guirequest.jpg

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

ronchap@...

66. Re: [Vari_IAL] New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-19 17:20:34 UTC
From: Samuel Hunt
Topic: 66 Message: 66

Many thanks for this, since this proves that it's not just Marc who didn't like the interface.

I've radically changed it now, to support WIDESCREEN.

There are a lot of changes to the interface. Please let me know if there are any improvements that you can think of. It looks a little messy at the moment.

Basically, I have come up with a different method to try and reduce the noise. This is called CS (channel swap). On every other line, the red and blue channels swap. By use of filters, the resolution is higher than IAL, and the system is not prone to "yellow shifting" so much. However, it is being found that this does not preform as well as IAL on air, since it gives more noise and is prone to QRM. This would be better on VHF/UHF, where conditions are better.

The post-reception filters are optional now, so you can get a higher resolution if wanted. However, note that with CS (CALVS), the post-reception filters are fairly powerful NR filters. With IAL, they make IAL work better, and reduce the amount of noise and the lines don't show out, but the resolution is decreased.

The widescreen is designed for images of 640x256 resolution. This is a fairly good widescreen aspect ratio, and is technically preferred, since it's double 320.

The LICs will prevent late-starting from destroying the image (it actually masks it quite well) and will also provide you with info about the transmission mode and the person who transmitted its callsign. However, the LIC box may not always want to be ticked, since in poor S:N, the image can be corrupted by them. They are only activated in a TV mode. You can enter your callsign by double-clicking on "Your Callsign" box.

This is about it. Download the latest IAL version from www.supersam.co.uk/ial.exe .
Comments are appreciated!

Sam
----- Original Message -----
From: Vari_IAL@yahoogroups.com
To: Vari_IAL@yahoogroups.com
Sent: Friday, October 19, 2001 12:51 AM
Subject: [Vari_IAL] New file uploaded to Vari_IAL

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the Vari_IAL
group.

File : /guirequest.jpg
Uploaded by : ronchap@...
Description : GUI update request with 3 added buttons.

You can access this file at the URL

http://groups.yahoo.com/group/Vari_IAL/files/guirequest.jpg

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

ronchap@...

To unsubscribe from this group, send an email to:
Vari_IAL-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

Your use of Yahoo! Groups is subject to the Yahoo! Terms of Service.

67. New wided screen release of IAL program

Yahoo group: sstv_plus
Date: 2001-10-19 17:45:42 UTC
From: wa4ire@yahoo.com
Topic: 67 Message: 67

Hi Sam,

It would be nice if we could retain the original size of the
interface when we are not using the wide screen option as it takes up
a lot of room on the desk top. The ability to resize the interface
window would be a nice feature.

73
Marc
wa4ire

68. New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-20 17:31:12 UTC
From: Vari_IAL@yahoogroups.com
Topic: 62 Message: 68

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the Vari_IAL
group.

File : /smallguirequest.jpg
Uploaded by : ronchap@...
Description : This is just a suggestion of what I think the Small screen GUI should look like.

You can access this file at the URL

http://groups.yahoo.com/group/Vari_IAL/files/smallguirequest.jpg

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

ronchap@...

69. Re: [Vari_IAL] New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-20 20:38:27 UTC
From: Samuel Hunt
Topic: 66 Message: 69

This is actually quite a good layout, which I'm going to adapt to widescreen. Marc had a very good one for non-widescreen, but I don't really want to have 2 layouts, since this is a little difficult. I was thinking more on the lines of resizing the window horizontally, for WS/Non WS. The buttons along the bottom would fit into the screen when it's not WS.

I'm going to have a little experiment, and then we can all comment on it. I think it is excellent that people are coming up with suggestions - it makes my life a lot easier.

I think that perhaps a toolbar with icons may be the answer, or a menu system.

I'm going to have a go tomorrow at improving the LICs more. They're still not reading reliably.

Sam
----- Original Message -----
From: Vari_IAL@yahoogroups.com
To: Vari_IAL@yahoogroups.com
Sent: Saturday, October 20, 2001 6:31 PM
Subject: [Vari_IAL] New file uploaded to Vari_IAL

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the Vari_IAL
group.

File : /smallguirequest.jpg
Uploaded by : ronchap@att.net
Description : This is just a suggestion of what I think the Small screen GUI should look like.

You can access this file at the URL

http://groups.yahoo.com/group/Vari_IAL/files/smallguirequest.jpg

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

ronchap@...

Yahoo! Groups Sponsor
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To unsubscribe from this group, send an email to:
Vari_IAL-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

Your use of Yahoo! Groups is subject to the Yahoo! Terms of Service.

70. Latest IAL program

Yahoo group: sstv_plus
Date: 2001-10-21 14:56:03 UTC
From: Samuel Hunt
Topic: 70 Message: 70
Attachments: 1 described; binary payloads are missing from this source WARC

Here is the very latest IAL program. It features:-

1:- LIC read only feature.
If you have an image, and you want just to find out what is in the LICs (for example, the mode, such as CALVS or IVAL), then just click on the image. It will load the one from the clipboard and just read the LIC. This is also useful for reading the callsign

2:- LIC improvement.
The LIC detector is now a little better. It tries a few horizontal starting positions, to ensure that the LIC is not being missed due to slant. Also, the callsign is encoded with the first letter twice. I noticed that the first letter is fairly unreliable, so I decided that simply to insert a nul character here (such as the first letter twice) would hopefully improve the reliablity. This also is done with the last. To make the transfer more efficient, 6-bit coding is now used, not 8. This means that more data can be stored (so possibly error correction). There also is a slightly different decision algorithm, which decides which callsign (out of the 7 decoded) is correct.

3:- The layout is different.
The layout is very different. You can see this as soon as you run it. The "toolbar" is a little different to usual, but it's good common sense. The icons (I hope) are self-explanatory. The green background means enabled, red is disabled. If you hover over one, then what it is appears anyway. The pen for encode is because it is "writing" the encoded version. The book because it is "reading" it. This is about the best I could think of (sorry!). The rubber and pen is invert, since it is erasing the inverted and writing the correct.

Comments are appreciated. I found a small bug in the LIC, where it was incorrectly reporting the selected model (IAL or CS). This has now been fixed.

If these LICs aren't reliable now, then I'm going to have to implement error correction or something. Just to confirm, CS is fully active on the full image now. However, IAL is not active on the green channel on the top 16 lines. This is because of the LICs. Hopefully this won't show up. However, if it does then I'll have to make IAL encoding optional.

Sam

74. How to use versons 2.2.9 and 2.2.12

Yahoo group: sstv_plus
Date: 2001-10-21 20:03:56 UTC
From: wa4ire@yahoo.com
Topic: 74 Message: 74

Hello,

Here are some comments made by Sam Hunt concerning the new features contained in versions 2.2.9 and 2.2.12 of the IAL program. I have also added a brief commentary on how to use the filters in the new version and I have updated the "official" operating instructions of the IAL to reflect the latest changes.

Probably the most exciting addition to this version is the Wide View Screen option. You can now see those wide-angle panoramic pictures the way they were intended to be viewed. It looks like Hollywood's wide silver screen has come to SSTV. Everyone who has tried it so far loves this new feature. To activate this feature simply select the box entitled "Widescreen".

Now here are some of Sam's edited comments about the new version of IAL (V2.2.9).
The main changes are:-

1:- Call sign is stored in LIC
2:- When partial image is received, interlacer will "guess" as to what needs patching in, and will do so automatically.
3:- A brand new primary NR method (like IAL). This is CS (Channel Swap). On every other line, the B and R channels swap.
4:- The names of some NR filters have been changed
5:- The way most NR filters work has been changed.

Let me go through each in turn:-

1: This is so that a few seconds of the image should still let you know who transmitted it. This is ideal for CQ cards, where the call sign may have been missed. To activate this, you need to create a file called "Callsign.key" in your root directory. Enter your call sign on the line, and then close (this will be automated in next release, but I ran out of time!). This will create an uncertified key. Uncertified means that an asterisk appears next to it, meaning that the call sign was user created. Certified call signs can be issued by anyone who knows how (it's complex at the moment, but I'll make it easier so you can do it easily). Certified call signs don't have the asterisk. Certified is better because before the call sign is issued, we have to be fairly sure that whom we're issuing the call sign to is actually that person. This stops pirates or malicious people from messing about under someone else's call sign. If you look at your call sign (attached), then you will see that your call sign is twice, once encrypted. This certifies it, since most people shouldn't know the encryption system. Put this in your root

directory, and then the call sign will always be put in with the LICs, and decoded (hopefully!)

I've attached the latest IAL version. It's very much like the old version, but it has a few differences. Firstly, it will add on to the end of the LIC the model being used (CS, IAL or none, so you know on decoding if the image is poor). Secondly, you can enter and create certified call signs easily.

Sam thinks that it may be a good idea to issue certified call signs to those operators who qualify for an IAL operating proficiency award. Back to Sam's edited comments:

For awards, I think the criteria should be basically:-

1:- Has transmitted & received 30 images, all having used all the filters at some point.
2:- Has an understanding of what each filter's effect is.
3:- Understands about the attenuation required when transmitting CSSTV, in a comparison with Vari situation
4:- Has a slant which has been set off someone else's (with the award) in a GOOD band condition.

..but I think that we should all decide on the best practices that all good SSTV users should have, and make these skills mandatory to getting the award, as well as basic knowledge of Vari and IAL/CS, and how the filters all behave. The idea is so that people with an award can give a good comparison demonstration of the systems to those without a clue, and can help others to get up to the required standard. SSTV is very poorly documented on good practices, and the good practices vary.

The UK Ham exam doesn't cover SSTV at all, so people just use it without understanding it. Having some sort of system whereby people who know how to operate SSTV properly would be very beneficial.

3: I am finding that this method is better at removing noise (if used in conjunction with it's post-reception filter, turned on by selecting "Post Reception" from "CS filters". However, this can reduce vertical resolution in these channels, and isn't so needed as the IAL post-reception filter, so it's optional), but is poorer at OCI/CCI rejection. It does, however, have a better S:N. Try it and see what you think.

4: The G NR filter is no longer called the G NR filter. It's called "line doubling", since this is what it does. Also, the slider works differently. About 64 is the same as setting 4 before.
5: The R NR filter is now much improved, so it's much "safer". There is also a "G NR" filter which is suitable for use on CSSTV images, or to remove the sparse green speckles. It's like the R and B NR filters, but for the G channel. When all three (and nothing else) are on, it's great for CSSTV images.

I hope that some of these prove useful. I think that having the R, G and B NR filters on and nothing else, then decoding a CSSTV image cleans it up quite a bit. This could prove a useful thing to prove the power of the IAL filters. I ought really to change the name of the program, since it's not just IAL now.

So, the names:-

Vari :- No prizes for guessing!
VariTV:- Vari with interlace
CALVS:- Vari with CS (Colour alternate line Vari swap. It's easy to pronounce, though. Try Calves, like baby cows)
CALVSTV:- Vari with CS and interlace
IVAL:- Vari with IAL
IVALTV:- Vari with IAL and interlace.

I tried CS and IAL together, but they interfere and make a big mess (worst of both - low Y resolution, low noise immunity, low OCI/CCI immunity). I think you may find that CS is EXCELLENT at avoiding yellow shift!

For Ial version 2.2.9 the first 16 lines of the image is reserved for LICs and you may notice that this area may not be a resistant to the effects of QRM, QRN and QSB. This can happen in the present version of the IAL program because Sam has not activated IAL or Channel Swapping for this area yet, but this problem will be corrected in the next release. For the time being the first 16 lines at the top of the images is being transmitted in VariSSTV. This issue has been corrected in version 2.2.12.

Operating Instructions for IAL versions 2.2.9 and 2.2.12.

The IAL.EXE program was designed to be used with MMSSTV versions 1.02 and above in conjunction with the Windows Operating System (95, 98, ME, NT, 2000) "Clipboard Viewer" program. The IAL programs Interaction with the Clipboard Viewer is done automatically and in the background. However, you can open up the Windows Clipboard Viewer Program and observe the process if you wish. If you are not sure where this program is in Windows simply do a search using the word "clipboard" or "clipboard viewer".

Before we get into the decoding and encoding procedures I would like to point out how important it is to perform an accurate receive and transmit slant adjustment in the MMSSTV program. Due to the fact that IVALTV and VARITV employ an interlaced scanning format attention should be paid to the MMSSTV receive and transmit adjustments.

If the MMSSTV receive slant adjustment is off then the Transmit Slant Adjustment will be incorrect and these errors will affect the quality of IVALTV and VARITV images.

SLANT ERROR ADJUSTMENT

Here is a brief description on how to perform an accurate receive and transmit MMSSTV slant adjustment. Open the MMSSTV Sync window and place the mouse pointer over this window and right click once. A drop sown box will appear. Select "Accuracy of initial Sync" and set this value to "Highest".

1.Go to Options in the MMSSTV program and select "Setup MMSSTV".

2.Go to the MISC tab and in the lower left corner you will see the receive and transmit sound card clock adjustment windows.
Select "ADJ" to perform the receive slant adjustment.

3. The WWV calibration window will appear.

4. Tune in a WWV station at 10 or 15 Mhz. Set your receiver for AM reception and turn off the receiver AGC. Now adjust your RF gain to eliminate any audio distortion that may be present. Adjust the audio gain of the receiver for the correct level.

5. You will notice a dotted green line at the right side of the WWV calibration window. This is a reference line which will aid you in making the adjustment. You should also notice a white vertical line appearing on the WWV calibration window. Place your mouse at the bottom of this white vertical line on the left edge of the line and right click once. The green dotted vertical reference line will now superimpose itself on the left edge of the white vertical line. This is your reference line over time.

6. Next place the mouse pointer on the bottom of the green vertical line and left click once. A + will appear over the green dotted reference line.

7. Next place the mouse pointer on the top of the green vertical line and wait. how long should you wait? The longer the white vertical line the more accurate the slant adjustment. The quality of sound cards vary widely. I have a Sound Blaster Live sound card and I found that I had to let the WWV calibration program run for about an hour before I noticed that the deviation between the green vertical reference line and the calibration line between the two +'s ceased to increase. When this point was reached I made sure that the top + was centered on the left edge of the white vertical line and I left clicked the mouse once. Once this is done the slant adjustment is displayed and should be accepted.

As the white vertical line progresses keep the line you created previously with the left click of the mouse and which has a + at either end superimposed on the top left edge of the developing white vertical line; and compare the deviation between this line and the green dotted vertical reference line periodically. Eventually you will reach a point in time when the space between thee two lines ceases to increase. When this point is reached you are ready to left click the mouse and accept the slant adjustment. Again it is important to stress how important it is to let this WWV slant

adjustment program run for a long time before you make the final adjustment just to be on the safe side.

8. Once the MMSSTV receive slant adjustment is completed the WWV calibration window will close. Next we must perform the MMSSTV transmit adjustment.

9. To perform the MMSSTV slant adjustment go to Options then Setup MMSSTV. Go to the TX tab and under the "Loop Back" option select "External Full Duplex. Next select the RX tab and select "RAM" under "Receive Buffer". This selection will enable the "High Accuracy Slant Adjustment" or smiley face in the MMSSTV Sync window.

10. Use an audio patch cable and insert one end into the sound card's audio input and the other end of the cable into audio output of the sound card.

11. Next go to MMSSTV Options and select Soundcard Input Level and select the correct the audio level control and adjust the audio input level to a nominal value.

12. Now load a picture into the Transmit Window and transmit a picture in the Martin1 mode.

13. The picture that appears in your transmit window should appear in the MMSSTV receive window and in the Sync window.

14. Once the picture has been received go to the MMSSTV Sync window. The smiley face at the bottom of the window should now be yellow. Select the smiley face and the MMSSTV program will automatically compute the slant computation after a full frame has been received.

15. At the end of the receive slant computation process the TX button on the bottom right of the MMSSTV Sync window should be active (not grayed out). Select the TX button and MMSSTV will correct your Transmit slant adjustment automatically for you. Don't select MEM because this will change your receive slant value to an incorrect value. You should only have to select the TX button once to make an accurate transmit slant adjustment. Of course everything rests upon the accuracy of your initial receive slant adjustment.

Once you successfully perform the MMSSTV receive and transmit slant adjustments you will notice that the slant adjustment of other SSTV stations will probably deviate a bit from each other's setting as well as your own. You can compensate for these minor deviations which could affect the quality of the IVALTV and VARITV images by using the smiley face to correct the slant error on each received picture. Once you select the smiley face MMSSTV will correct the slant error for that picture. Don't select MEM in the Sync window as this will mess up your RX slant adjustment. Don't select TX in the Sync window as this will mess up your transmit slant adjustment. Now you can start

the IAL program decoding process. After you have finished decoding the received picture place your mouse pointer on the Sync window and right click once and a drop down box will appear. Now select "Return to the settings Sampling Frequency". This will restore your receive slant to the correct value your WWV calibration adjustment calculated and you are ready to receive the next picture.

If you don't pay attention to the slant issue you may notice that some of the IVALTV and VARITV images you receive may exhibit a bit of horizontal tearing. This is especially noticeable in a picture which contains one or more straight vertical components such as a flag pole. The flagpole may show a bit of waviness rather than being straight if the slant error is significantly off.

If MMSSTV users follow the procedure outlined above everyone would be on the same page as far as the slant adjustments are concerned. If people would pay closer attention to the accuracy of their initial receive slant adjustment spot adjustments with the smiley face would not have to be made as frequently.

However, you will notice that the smiley face slant adjustment will vary a bit between different pictures when using the Loop Back option. You will notice that the same picture sent via the Loop back option using different modes such as Scottie1 or Martin1 may also have slightly different smiley face slant calculations. Also under real world conditions periodic loss of sync and multi-path issues can increase the slant error of a received picture. The use of the smiley face in the MMSSTV Sync window is especially helpful in such cases. Especially if you are receiving an IVALTV or VARITV image.

If you are performing the MMSSTV receive slant adjustment for the first time using the WWV calibration tool you may want to let the vertical white line run for a half page and conclude the adjustment at this point just to get the white vertical line reasonably straight. Next initiate the Receive WWV slant adjustment process one more time and let it run for an hour just to be on the safe side before accepting the final slant correction computation.

HOW TO ENCODE AN IVAL, IVALTV, VARITV, CALVS OR CALVSTV PICTURE.

1. Open MMSSTV and IAL.EXE

2. You can open Windows Clipboard Viewer at this point but this is not necessary (clipbrd.exe for Windows ME).

3. Load the desired picture from your files to the Transmit window of MMSSTV (Load from file). Do not use a compressed picture file for the source of your image.

4. Place the mouse pointer over the transmit window of MMSSTV and right click the mouse once and a drop down box will appear. Choose Copy.

5. The picture in the transmit window of MMSSTV will now appear in the Clipboard Viewer whether or not this program is opened.

6. Now you are ready to Encode the picture into one of the following modes. IVAL, IVALTV , VARITV, CALVS or CALVSTV.

At this point you should decide if you want to use LICs. The primary benefit of using LICs is that it will allow someone who has just tuned onto your frequency after you have started to send your IVALTV or CALVSTV picture to receive a reasonable image when as much as ¼ of the top of the picture is missing due to a late start. Please note that LICs is only active when you select the interlaced modes such as IVALTV and CALVSTV. You can leave the LIC's box activated all the time without adversely affecting the other non-interlaced modes.

7. Now select the encode button and the picture will be encoded in the proper format in the IAL program picture window.

8. Place the mouse pointer over the MMSSTV Transmit window and right click once. A drop down box should appear. Select "paste". The encoded image should now appear in the MMSSTV transmit window.

9. Select any of the following MMSSTV modes: Scottie1, Scottie2, Scottie DX, Martin1, Martin2, SC2-120 or SC2-180.

10. Select the TX button in MMSSTV.

How to decode a received picture.

1. Place the mouse pointer over the MMSSTV receive window and right click once. A drop down box will appear. Select "copy" and the encoded image will be transferred into the clipboard viewer. The encoded image can also be transferred from the MMSSTV History window in the same manner.

2. In the IAL program select "decode" and the encoded image you received will be decoded. Of course the transmitting station will have to tell you If he sent a IVAL, IVALTV, VARITV, CALVS or CALVSTV encoded image. However, after you gain a bit of experience you will be able to easily tell the difference between an encoded IVAL, IVALTV, VARITV, CALVS or CALVSTV image.

If you have the "Comparison" checkbox selected in the IAL you can view a decoded picture which only shows the right side of the picture processed by IAL program. This feature allows you to compare the effectiveness of the IAL program for the model you have selected. If you don't want to use this feature simply make sure that the Comparison Mode checkboxes are not selected during the decoding process. I would not use the Comparison option when using the Wide Screen view.

HOW TO USE THE FILTERS.

The following is a brief description of how to use the NR filters. The NR filters are very effective at cleaning up what remains of any noise lines that appear on the picture after the IAL or CS process has finished. The Blue, Red and Green NR Filters along with the Yellow and Blue Shift Filters will not reduce the sharpness of the picture when they are employed. You can prove this to yourself by encoding and immediately decoding a picture with all of these filters checked.

B (Blue) NR (Noise Reduction) Filter

This filter should be left on all the time when you decode an IVAL, IVALTV or VARITV image. It should be left off when decoding a CALVS or CALVSTV image. This filter is very effective. However, for pictures received in the noise level of the receiver under very poor conditions you may experience some blue splotches in the picture. In such as case you will probably get better results by also using the Blue Shift Filter along with the Blue NR Filter.

R (Red) NR (Noise Reduction) Filter

This filter has been modified since the last release and can be left on all the time when decoding an IVAL, IVALTV or VARITV picture. It should be left off when decoding CALVS and CALVSTV pictures.

G (Green) NR (Noise Reduction) Filter

This filter has also been modified since the last version and can be left on all the time when decoding an IVAL, IVALTV, VARITV, CALVS or CALVSTV image.

Line Doubling Filter

This filter is the same as the old Green NR Filter. The old Green NR Filter is now called the "Line Doubling" Filter. This filter is very effective at eliminating QRM bursts. You will notice that the slider bar sets the aggressiveness of the "Line Doubling" Filter. A value of 1 is the most aggressive setting while 320 is the least aggressive setting for this filter. The more aggressive the setting of this filter the more aggressively this filter will remove the noise lines. You will find that if the slider is set to too high of a value some distortion (usually in the form of a shimmer) can be induced into the picture. The rule of thumb here is to reduce the aggressiveness of the Line Doubling Filter when this distortion is observed.

I would suggest that you use the Line Doubling Filter with the Green NR filter activated for best results. I have found that you can achieve more aggressive Line Doubling Filter settings before distortion is induced into the picture. This generally means that the Line Doubling Filter will perform better under such conditions.

The Line Doubling Filter can provide some fantastic results. However, in its present form this filter can affect text highlighting if the aggressiveness of the filter is set below 78. For example, if you use

the stock MMSSTV CQ template your call will appear in blue with white highlighting. When the Line Doubling Filter is set to a value below 78 the white highlighting above your call will disappear. The fix is simple. Use a font such as Comic Sans MS. The Green filter has a tendency to eliminate straight white lines as the aggressiveness of the filter is increased. The Comic Sans MS font and others like it will work quite well even when the Green filter set to it's most aggressive setting 1.

While we are on the subject of font size try and avoid using any font size less than 18 because the NR filters may make such tiny text hard to read. If you have to use such tiny text try to avoid blue, red, green and yellow text. Once the font size is 18 or greater you will not have to worry about this issue.

Yellow Shift, Blue Shift and Tonal NR filters.

It has been observed that certain light colored backgrounds (such as white, pale blue or pink) have a tendency to exhibit yellow streaks along the axis of the noise lines. These Yellow streaks normally occur as a result of a deep fade or a poor signal to noise ratio (very weak signal). The Yellow Shift Filter used in conjunction with the Tonal NR Filter will eliminate or at least greatly minimize any yellow streaks or splotches which may appear on the picture. You probably won't use this filter combination all that often unless you receive a lot of polar bear or winter scene pictures that are received under very poor band conditions. The Tonal Filter can be used in conjunction with the Yellow Shift Filter for severe cases of yellow streaking or splotches. You will find that the Tonal Filter is a very aggressive filter and it is very effective at removing any yellow streaks or splotches that make it through the IAL process.

The Blue Shift Filter has been designed to eliminate or minimize large blue splotches which may occur on pictures which have been received in or near the receiver noise floor. So you won't be using this filter all that much.

It is unlikely that you will have to use these filters when decoding CALVS or CALVSTV images.

After a bit of experimentation you will feel more comfortable with the use of the NR filters. If you don't like the filter results simply reinitiate the decoding process with the new NR filter selections. Don't forget to recopy the received picture from the MMSSTV Receive or History window back into the Windows Clipboard Viewer before decoding the picture again.

IVAL is an enhanced version of VariSSTV. IVAL is much more resistant to the effects of QRM, QRN and QSB than VariSSTV due to the IAL process. IVALTV is even more resistant to the effects of QRM, QRN and QSB than IVAL is due to the combination of IAL and FEC interlaced scanning. VARITV has been designed for maximum picture sharpness or

clarity. However, this model is not as effective at minimizing the effects of QRM, QRN and QSB as IVALTV because only FEC interlace scanning is used. You would probably use VARITV more on VHF/UHF where the signals are usually more constant and less susceptible to QRM, QSB and QRN. However, You may use VARITV on all the HF bands when conditions are good. 10 and 15 meters may also be good bands to use VARITV conditions permitting.

CALVS and CALVSTV are the newest additions to the IAL program and actually do not use the IAL processor but rather something called Channel Swapping. CALVSTV is also using an interlaced scanning format similar to IVALTV. CALVS is using a sequential scanning format like IVAL. CALVS and CALVSTV will normally generate a sharper image than IVAL or IVALTV but these modes offer less noise immunity than the IAL based modes. However, I would encourage you to use these new modes on VHF/UHF or on HF when the band conditions permit.

When decoding a CALVS or CALVSTV picture that is affected by noise simply select the POST FILTER. Notice that the same Post Filter check box is used for IVAL, IVALTV, VARITV, CALVS and CALVSTV. The IAL program is smart enough to select the correct Post filter for each mode. The Post Filter in this case combines a special Blue and Red NR Filter. I suggest that you don't activate the Blue and Red NR Filters when using the Post Filter as I can't see any benefit with this selection. Also you can elect not to use the Post Filter. In such a case I would suggest that you activate BOTH the Red and Blue NR Filters. Of course, you can also select the Green NR and Line Doubling Filters if necessary.

The Yellow Shift, Blue Shift and Tonal filters will still be used in the same manner as with IVAL, IVALTV and VARITV. However, you will find that CALVS and CALVSTV are less susceptible to yellow streaking or splotches and blue splotches and you will not normally have to use the Yellow Shift, Blue Shift and Tonal Filters for these modes.

The IAL program should be considered a Beta Program. This product is still in the development stage. Let us know if you have any problems with the program. We would also be very much interested in your evaluation of the program and any comments you may want to offer about the performance of IVAL, IVALTV and VARITV, or CALVS and CALVSTV. Please join the Vari-IAL Yahoo Group (VARI-IAL@y...) which is devoted to the development and evaluation of IAL. Please join this group and share your experiences with this product with us.

Please note that VARISSTV and IAL were developed by Sam Hunt and is offered free of charge to the MMSSTV Amateur Radio community. There will be no charge for this product now or in the future. Once the IAL program is ready for public release we hope that it will be added as a plug in program along with MMSSTV so that others will be able to evaluate the IAL program. If the reaction to the IAL program is positive then Mako will most likely incorporate a real time version

of IAL into the MMSSTV program. So your comments and evaluations are very important to the further development of IAL and its variations.

Please enjoy the program.

73
Marc
wa4ire

75. New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-22 13:48:35 UTC
From: Vari_IAL@yahoogroups.com
Topic: 62 Message: 75

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the Vari_IAL
group.

File : /headerdestroyed.jpg
Uploaded by : ronchap@...
Description : This file was received on 15 meters. It shows that the header was destroyed by the encoded digital data. Version 2117 did not do this. Can you make this a Option to turn on and off or find some other way prevent the digital data from covering up the header?

You can access this file at the URL

http://groups.yahoo.com/group/Vari_IAL/files/headerdestroyed.jpg

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

ronchap@...

76. Widescreen SSTV

Yahoo group: sstv_plus
Date: 2001-10-21 19:20:51 UTC
From: Samuel Hunt
Topic: 76 Message: 76
Attachments: 1 described; 1 payload recovered; 1 recovered file is retained separately and not shown in this PDF

Here is one of those widescreen images, so you can see what the quality ends up like. Note that this is heavily JPEG compressed, which reduces the quality somewhat, but you can get an idea about the aspect ratio. This widescreen ratio is about the same as Cinemascope (it's 2.5:1, and Cinemascope is 2.55:1), so you can get screen grabs from cinemascope films. It's also technically very preferred.

I've also altered the IAL program, so that the LICs do not have to alter the image qualtity so much. In the latest IAL version (attached) you will find "LIC+". Turning this on uses full LICs (7 of them), and turning it off only uses 1. 1 is only of use in good condx (since there's nothing to give error correction with) to indicate the callsign and mode. Partial starts also can't be accommodated, since this needs at least 2 to get a "lock" on the image. However, the effect to the image is that only 1 scanline is reduced in quality (and this isn't noticable), so the image quality reduction is far less. It's right at the top, so you won't really notice it anyway. This single LIC is only of use to signal the callsign and mode. Nothing else.

I've also moved things around a little, since things were getting cut off (for example, the read callsign).

Sam

Recovered attachment (separate file): embedded_attachment_01.tiff (image/tiff, 13424 bytes)

77. Re: [Vari_IAL] New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-22 15:18:47 UTC
From: Samuel Hunt
Topic: 66 Message: 77
Attachments: 1 described; binary payloads are missing from this source WARC

Odd. It should not have done this. I'm going to look into this.

Attached is the latest version. Deselect LIC+ to only have 1 LIC, not 7. This will mean that it will not destroy the header (so much), but it's less robust and will not tolerate late starts.

Sam
----- Original Message -----
From: Vari_IAL@yahoogroups.com
To: Vari_IAL@yahoogroups.com
Sent: Monday, October 22, 2001 2:48 PM
Subject: [Vari_IAL] New file uploaded to Vari_IAL

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the Vari_IAL
group.

File : /headerdestroyed.jpg
Uploaded by : ronchap@...
Description : This file was received on 15 meters. It shows that the header was destroyed by the encoded digital data. Version 2117 did not do this. Can you make this a Option to turn on and off or find some other way prevent the digital data from covering up the header?

You can access this file at the URL

http://groups.yahoo.com/group/Vari_IAL/files/headerdestroyed.jpg

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

ronchap@att.net

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78. Re: New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-22 15:57:28 UTC
From: ronchap@att.net
Topic: 66 Message: 78

The VariTV mode works removes the LIC. But the IVALTV mode does not remove it after it's been deocded..

> Odd. It should not have done this. I'm going to look into this.
>
> Attached is the latest version. Deselect LIC+ to only have 1 LIC, not 7. This will mean that it will not destroy the header (so much), but it's less robust and will not tolerate late starts.
>
>
> Sam
> ----- Original Message -----
> From: Vari_IAL@y...
> To: Vari_IAL@y...
> Sent: Monday, October 22, 2001 2:48 PM
> Subject: [Vari_IAL] New file uploaded to Vari_IAL
>
>
>
> Hello,
>
> This email message is a notification to let you know that
> a file has been uploaded to the Files area of the Vari_IAL
> group.
>
> File : /headerdestroyed.jpg
> Uploaded by : ronchap@a...
> Description : This file was received on 15 meters. It shows that the header was destroyed by the encoded digital data. Version 2117 did not do this. Can you make this a Option to turn on and off or find some other way prevent the digital data from covering up the header?
>
> You can access this file at the URL
>
> http://groups.yahoo.com/group/Vari_IAL/files/headerdestroyed.jpg
>
> To learn more about file sharing for your group, please visit
>
> http://help.yahoo.com/help/us/groups/files
>
> Regards,
>
> ronchap@a...
>

>
>
>
>
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>
>
>
> To unsubscribe from this group, send an email to:
> Vari_IAL-unsubscribe@y...
>
> Your moderators are Marc Guitard and Samuel Hunt
>
>
>
> Your use of Yahoo! Groups is subject to the Yahoo! Terms of
Service.

79. New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-22 16:11:18 UTC
From: Vari_IAL@yahoogroups.com
Topic: 62 Message: 79

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the Vari_IAL
group.

File : /runtimeerror5.jpg
Uploaded by : ronchap@...
Description : A runtime error 5 will occur. If you run IVAL before you have received any images. Turn your computer on. Startup IAL and MMSSTV. Left Mouse Click inside IAL window. Guess you need to add some error trapping here.

You can access this file at the URL

http://groups.yahoo.com/group/Vari_IAL/files/runtimeerror5.jpg

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

ronchap@...

80. Re: New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-22 16:36:44 UTC
From: wa4ire@yahoo.com
Topic: 62 Message: 80

Hi Sam,

We may have some bugs in version 2.2.12.

I am also getting run time error 5 messages when I simply try to encode or decode any picture in any mode. The problem is intermittent but it will certainly appear within 20 encodes or decodes. Sometimes this error is not reported but the encode or decode process fails and the picture information is replaced with a light colored blank. The previous version did not have this issue.

Also when you place the mouse on the encoded picture in the IAL program view window you will intermittently get a runtime 5 error and the IAL program closes.

Once you enter the comparison mode you can't get out of it.

73
Marc
wa4ire

--- In Vari_IAL@y..., <Vari_IAL@y...> wrote:
>
> Hello,
>
> This email message is a notification to let you know that
> a file has been uploaded to the Files area of the Vari_IAL
> group.
>
> File : /runtimeerror5.jpg
> Uploaded by : ronchap@a...
> Description : A runtime error 5 will occur. If you run IVAL before you have received any images. Turn your computer on. Startup IAL and MMSSTV. Left Mouse Click inside IAL window. Guess you need to add some error trapping here.
>
> You can access this file at the URL
>
> http://groups.yahoo.com/group/Vari_IAL/files/runtimeerror5.jpg
>
> To learn more about file sharing for your group, please visit
>
> http://help.yahoo.com/help/us/groups/files
>
> Regards,
>

> ronchap@a...

81. RE: [Vari_IAL] Re: New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-22 17:06:12 UTC
From: Sylvan Malis
Topic: 62 Message: 81

Hello Sam,

While you are looking at the run time error, maybe you might want to put a legend on the mask for the off-on of the colors, i.e. red is off , green is active or what ever.

Also I am getting the same results as have just been reported by Marc and Ron. I am getting the error with just the IAL program running. The MMSSTV program is not running.

Sylvan

-----Original Message-----
From: wa4ire@... [mailto:wa4ire@...]
Sent: Monday, October 22, 2001 11:37 AM
To: Vari_IAL@yahoogroups.com
Subject: [Vari_IAL] Re: New file uploaded to Vari_IAL

Hi Sam,

We may have some bugs in version 2.2.12.

I am also getting run time error 5 messages when I simply try to encode or decode any picture in any mode. The problem is intermittent but it will certainly appear within 20 encodes or decodes. Sometimes this error is not reported but the encode or decode process fails and the picture information is replaced with a light colored blank. The previous version did not have this issue.

Also when you place the mouse on the encoded picture in the IAL program view window you will intermittently get a runtime 5 error and the IAL program closes.

Once you enter the comparison mode you can't get out of it.

73
Marc
wa4ire

--- In Vari_IAL@y..., <Vari_IAL@y...> wrote:
>
> Hello,
>
> This email message is a notification to let you know that
> a file has been uploaded to the Files area of the Vari_IAL
> group.
>
> File : /runtimeerror5.jpg

> Uploaded by : ronchap@a...
> Description : A runtime error 5 will occur. If you run IVAL
before you have received any images. Turn your computer on. Startup
IAL and MMSSTV. Left Mouse Click inside IAL window. Guess you need
to add some error trapping here.
>
> You can access this file at the URL
>
> http://groups.yahoo.com/group/Vari_IAL/files/runtimeerror5.jpg
>
> To learn more about file sharing for your group, please visit
>
> http://help.yahoo.com/help/us/groups/files
>
> Regards,
>
> ronchap@a...

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<http://rd.yahoo.com/M=194081.1637497.3177299.1261774/D=egroupweb/S=17060580
37:HM/A=766942/R=0/*http://www.ediets.com/start.cfm?code=3225>

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<http://docs.yahoo.com/info/terms/> .

82. Re: New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-22 17:09:34 UTC
From: wa4ire@yahoo.com
Topic: 62 Message: 82

Hi Sam,

In regards to the "Comparison" option always staying on once it is activated I discovered that I had an older version of IAL on the desktop (V2.1.17) which had the comparison option selected. I deselected this option in the older version and closed this old version of IAL. Then I tried the newest version and the Comparison mode was gone and everything had returned to normal. However, once I selected the Compartison mode again in the new version the same problem and fix was experience.

73
Marc
wa4ire

--- In Vari_IAL@y..., wa4ire@y... wrote:
> Hi Sam,
>
> We may have some bugs in version 2.2.12.
>
> I am also getting run time error 5 messages when I simply try to
> encode or decode any picture in any mode. The problem is
intermittent
> but it will certainly appear within 20 encodes or decodes.
Sometimes
> this error is not reported but the encode or decode process fails
and
> the picture information is replaced with a light colored blank. The
> previous version did not have this issue.
>
> Also when you place the mouse on the encoded picture in the IAL
> program view window you will intermittently get a runtime 5 error
and
> the IAL program closes.
>
> Once you enter the comparison mode you can't get out of it.
>
> 73
> Marc
> wa4ire
>
>
>
>
> --- In Vari_IAL@y..., <Vari_IAL@y...> wrote:
> >

> > Hello,
> >
> > This email message is a notification to let you know that
> > a file has been uploaded to the Files area of the Vari_IAL
> > group.
> >
> > File : /runtimeerror5.jpg
> > Uploaded by : ronchap@a...
> > Description : A runtime error 5 will occur. If you run IVAL
> before you have received any images. Turn your computer on.
Startup
> IAL and MMSSTV. Left Mouse Click inside IAL window. Guess you
need
> to add some error trapping here.
> >
> > You can access this file at the URL
> >
> > http://groups.yahoo.com/group/Vari_IAL/files/runtimeerror5.jpg
> >
> > To learn more about file sharing for your group, please visit
> >
> > http://help.yahoo.com/help/us/groups/files
> >
> > Regards,
> >
> > ronchap@a...

83. Re: [Vari_IAL] Re: New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-22 18:02:51 UTC
From: Samuel Hunt
Topic: 66 Message: 83
Attachments: 1 described; binary payloads are missing from this source WARC

Attached is the fix for runtime error 5.

However, as to the stopping and just showing grey, I'm confused here!

I don't know if fixing the #5 error will cure it, but I hope so. If this continues, please let me know!

Sam
----- Original Message -----
From: Sylvan Malis
To: Vari_IAL@yahoogroups.com
Sent: Monday, October 22, 2001 6:06 PM
Subject: RE: [Vari_IAL] Re: New file uploaded to Vari_IAL

Hello Sam,

While you are looking at the run time error, maybe you might want to put a legend on the mask for the off-on of the colors, i.e. red is off , green is active or what ever.

Also I am getting the same results as have just been reported by Marc and Ron. I am getting the error with just the IAL program running. The MMSSTV program is not running.

Sylvan

-----Original Message-----
From: wa4ire@... [mailto:wa4ire@...]
Sent: Monday, October 22, 2001 11:37 AM
To: Vari_IAL@yahoogroups.com
Subject: [Vari_IAL] Re: New file uploaded to Vari_IAL

Hi Sam,

We may have some bugs in version 2.2.12.

I am also getting run time error 5 messages when I simply try to
encode or decode any picture in any mode. The problem is intermittent
but it will certainly appear within 20 encodes or decodes. Sometimes
this error is not reported but the encode or decode process fails and
the picture information is replaced with a light colored blank. The
previous version did not have this issue.

Also when you place the mouse on the encoded picture in the IAL
program view window you will intermittently get a runtime 5 error and
the IAL program closes.

Once you enter the comparison mode you can't get out of it.

73
Marc
wa4ire

--- In Vari_IAL@y..., <Vari_IAL@y...> wrote:
>
> Hello,
>
> This email message is a notification to let you know that
> a file has been uploaded to the Files area of the Vari_IAL
> group.
>
> File : /runtimeerror5.jpg
> Uploaded by : ronchap@a...
> Description : A runtime error 5 will occur. If you run IVAL
before you have received any images. Turn your computer on. Startup
IAL and MMSSTV. Left Mouse Click inside IAL window. Guess you need
to add some error trapping here.
>
> You can access this file at the URL
>
> http://groups.yahoo.com/group/Vari_IAL/files/runtimeerror5.jpg
>
> To learn more about file sharing for your group, please visit
>
> http://help.yahoo.com/help/us/groups/files
>
> Regards,
>
> ronchap@a...

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84. Re: [Vari_IAL] Re: New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-22 18:07:51 UTC
From: Samuel Hunt
Topic: 66 Message: 84

----- Original Message -----
From: wa4ire@...
To: Vari_IAL@yahoogroups.com
Sent: Monday, October 22, 2001 6:09 PM
Subject: [Vari_IAL] Re: New file uploaded to Vari_IAL

Hi Sam,

In regards to the "Comparison" option always staying on once it is activated I discovered that I had an older version of IAL on the desktop (V2.1.17) which had the comparison option selected. I deselected this option in the older version and closed this old version of IAL. Then I tried the newest version and the Comparison mode was gone and everything had returned to normal. However, once I selected the Compartison mode again in the new version the same problem and fix was experience.

With regards to this comparison option question, I can't find any fault. If it's not gone, let me know and I'll look into it.

Sam

73
Marc
wa4ire

--- In Vari_IAL@y..., wa4ire@y... wrote:
> Hi Sam,
>
> We may have some bugs in version 2.2.12.
>
> I am also getting run time error 5 messages when I simply try to
> encode or decode any picture in any mode. The problem is
intermittent
> but it will certainly appear within 20 encodes or decodes.
Sometimes
> this error is not reported but the encode or decode process fails
and
> the picture information is replaced with a light colored blank. The
> previous version did not have this issue.
>
> Also when you place the mouse on the encoded picture in the IAL
> program view window you will intermittently get a runtime 5 error
and
> the IAL program closes.
>

> Once you enter the comparison mode you can't get out of it.
>
> 73
> Marc
> wa4ire
>
>
>
>
> --- In Vari_IAL@y..., <Vari_IAL@y...> wrote:
> >
> > Hello,
> >
> > This email message is a notification to let you know that
> > a file has been uploaded to the Files area of the Vari_IAL
> > group.
> >
> > File : /runtimeerror5.jpg
> > Uploaded by : ronchap@a...
> > Description : A runtime error 5 will occur. If you run IVAL
> before you have received any images. Turn your computer on.
Startup
> IAL and MMSSTV. Left Mouse Click inside IAL window. Guess you
need
> to add some error trapping here.
> >
> > You can access this file at the URL
> >
> > http://groups.yahoo.com/group/Vari_IAL/files/runtimeerror5.jpg
> >
> > To learn more about file sharing for your group, please visit
> >
> > http://help.yahoo.com/help/us/groups/files
> >
> > Regards,
> >
> > ronchap@a...

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85. Re: [Vari_IAL] Re: New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-22 18:11:02 UTC
From: Samuel Hunt
Topic: 66 Message: 85

----- Original Message -----
From: Sylvan Malis
To: Vari_IAL@yahoogroups.com
Sent: Monday, October 22, 2001 6:06 PM
Subject: RE: [Vari_IAL] Re: New file uploaded to Vari_IAL

Hello Sam,

While you are looking at the run time error, maybe you might want to put a legend on the mask for the off-on of the colors, i.e. red is off , green is active or what ever.

I've made a little help topic in the next latest version. However, to save space in your inboxes I won't send yet ANOTHER new version! The text reads:-

The toolbar is a new way to quickly select the desired option.
The icons may seem wierd, but if you hover over them
for a few seconds, then what they do appears.

A green background means that option is enabled
and a red background means it is disabled.

Also I am getting the same results as have just been reported by Marc and Ron. I am getting the error with just the IAL program running. The MMSSTV program is not running.

I hope that I've fixed this. If not, then I'll have to look into this. It seems just to have been a case whereby I had put a "1" instead of a "-1" in one line of code!

Sam

Sylvan

-----Original Message-----
From: wa4ire@... [mailto:wa4ire@...]
Sent: Monday, October 22, 2001 11:37 AM
To: Vari_IAL@yahoogroups.com
Subject: [Vari_IAL] Re: New file uploaded to Vari_IAL

Hi Sam,

We may have some bugs in version 2.2.12.

I am also getting run time error 5 messages when I simply try to
encode or decode any picture in any mode. The problem is intermittent
but it will certainly appear within 20 encodes or decodes. Sometimes
this error is not reported but the encode or decode process fails and
the picture information is replaced with a light colored blank. The
previous version did not have this issue.

Also when you place the mouse on the encoded picture in the IAL
program view window you will intermittently get a runtime 5 error and
the IAL program closes.

Once you enter the comparison mode you can't get out of it.

73
Marc
wa4ire

--- In Vari_IAL@y..., <Vari_IAL@y...> wrote:
>
> Hello,
>
> This email message is a notification to let you know that
> a file has been uploaded to the Files area of the Vari_IAL
> group.
>
> File : /runtimeerror5.jpg
> Uploaded by : ronchap@a...
> Description : A runtime error 5 will occur. If you run IVAL
before you have received any images. Turn your computer on. Startup
IAL and MMSSTV. Left Mouse Click inside IAL window. Guess you need
to add some error trapping here.
>
> You can access this file at the URL
>
> http://groups.yahoo.com/group/Vari_IAL/files/runtimeerror5.jpg
>
> To learn more about file sharing for your group, please visit
>
> http://help.yahoo.com/help/us/groups/files
>
> Regards,
>
> ronchap@a...

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86. Re: [Vari_IAL] Re: New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-22 18:13:12 UTC
From: Samuel Hunt
Topic: 66 Message: 86

----- Original Message -----
From: ronchap@...
To: Vari_IAL@yahoogroups.com
Sent: Monday, October 22, 2001 4:57 PM
Subject: [Vari_IAL] Re: New file uploaded to Vari_IAL

The VariTV mode works removes the LIC. But the IVALTV mode does not
remove it after it's been deocded..

I'll look into this. Was the image late started at all? What about CALVSTV?

Is this with LIC+ disabled (so there is only 1 LIC, not 7) or enabled?

Has anyone noticed any improvement in reliablilty of the LICs at all?

Sam

> Odd. It should not have done this. I'm going to look into this.
>
> Attached is the latest version. Deselect LIC+ to only have 1 LIC,
not 7. This will mean that it will not destroy the header (so much),
but it's less robust and will not tolerate late starts.
>
>
> Sam
> ----- Original Message -----
> From: Vari_IAL@y...
> To: Vari_IAL@y...
> Sent: Monday, October 22, 2001 2:48 PM
> Subject: [Vari_IAL] New file uploaded to Vari_IAL
>
>
>
> Hello,
>
> This email message is a notification to let you know that
> a file has been uploaded to the Files area of the Vari_IAL
> group.
>
> File : /headerdestroyed.jpg
> Uploaded by : ronchap@a...
> Description : This file was received on 15 meters. It shows
that the header was destroyed by the encoded digital data. Version
2117 did not do this. Can you make this a Option to turn on and off
or find some other way prevent the digital data from covering up the
header?

>
> You can access this file at the URL
>
> http://groups.yahoo.com/group/Vari_IAL/files/headerdestroyed.jpg
>
> To learn more about file sharing for your group, please visit
>
> http://help.yahoo.com/help/us/groups/files
>
> Regards,
>
> ronchap@a...
>
>
>
>
>
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>
>
>
> To unsubscribe from this group, send an email to:
> Vari_IAL-unsubscribe@y...
>
> Your moderators are Marc Guitard and Samuel Hunt
>
>
>
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87. Vari-IAL net on 20 meters

Yahoo group: sstv_plus
Date: 2001-10-22 20:39:37 UTC
From: wa4ire@yahoo.com
Topic: 87 Message: 87

Hello,

K9SYL and I have been trading IVAL, IVALTV, VARITV, CALVS and CALVSTV pictures on 14.227 Mhz starting around 11:30 EDT almost every day of the week. Sometimes Syl does not show up until 11:40 EDT so we don't always start promptly. If 14.227 is busy you can find us on 14.233, 14,236 or 14.239.

Both Syl and I would like to encourage you to join us for the Night Owl version of the VARI-IAL Net and join in on the fun.

If you are to far away to join our litle group start one of you own in your region of the world and see if you can encourage others to partcipate and try out this beautiful program.

Have fun!

73
Marc
wa4ire

88. LD button is always OFF on program load unless.

Yahoo group: sstv_plus
Date: 2001-10-23 12:46:53 UTC
From: ronchap@att.net
Topic: 88 Message: 88

Hi Sam,

Reff: Version 2.2.14

We are just wondering. What the reason is behind the "Line Double"
button not storing it's current position unless you have all
3 Speckle NR filter's selected?

If you don't select all 3 Speckle filters and turn on the LD option.
Then, the very next time you start SSTV+. The "LD" button will be
off.

89. Display Current Mode. (Model)

Yahoo group: sstv_plus
Date: 2001-10-23 13:02:39 UTC
From: ronchap@att.net
Topic: 89 Message: 89

Hi Sam,

Reff: Version 2.2.14

Since you added the modes to the menu.
We wonder if you could add the current selected "Model" name to the
Title bar.

For example. If you select the "VariTV" model.
Display the Text in the title bar. "SSTV+ Current Mode = VariTV

90. Re: [Vari_IAL] LD button is always OFF on program load unless.

Yahoo group: sstv_plus
Date: 2001-10-23 14:01:58 UTC
From: Samuel Hunt
Topic: 88 Message: 90

----- Original Message -----
From: ronchap@...
To: Vari_IAL@yahoogroups.com
Sent: Tuesday, October 23, 2001 1:46 PM
Subject: [Vari_IAL] LD button is always OFF on program load unless.

Hi Sam,

Reff: Version 2.2.14

We are just wondering. What the reason is behind the "Line Double"
button not storing it's current position unless you have all
3 Speckle NR filter's selected?

If you don't select all 3 Speckle filters and turn on the LD option.
Then, the very next time you start SSTV+. The "LD" button will be
off.

Another bug. This will be fixed also.

Thanks for making me aware of it!

Sam

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91. Re: [Vari_IAL] Display Current Mode. (Model)

Yahoo group: sstv_plus
Date: 2001-10-23 14:04:28 UTC
From: Samuel Hunt
Topic: 89 Message: 91

----- Original Message -----
From: ronchap@...
To: Vari_IAL@yahoogroups.com
Sent: Tuesday, October 23, 2001 2:02 PM
Subject: [Vari_IAL] Display Current Mode. (Model)

Hi Sam,

Reff: Version 2.2.14

Since you added the modes to the menu.
We wonder if you could add the current selected "Model" name to the
Title bar.

For example. If you select the "VariTV" model.
Display the Text in the title bar. "SSTV+ Current Mode = VariTV

Easy enough to do. I'll do this also. Thanks for all of these suggestions (and bug discoveries!). I want to try and get the program as near to perfection as possible, so it's easiest to use.

Don't anyone hesitate to let me know of any more ideas!

Thanks,

Sam

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92. New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-23 15:19:31 UTC
From: Vari_IAL@yahoogroups.com
Topic: 62 Message: 92

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the Vari_IAL
group.

File : /message.bmp
Uploaded by : ronchap@...
Description : Here is something Interesting. If you "encode" this image with IVALTV mode. You may see something interesting. Sam, Maybe you can use something like this to add the Stations call sign or other data to the encoded picture. Now if there was a way to remove the lines after the picture is decoded would be great.

You can access this file at the URL

http://groups.yahoo.com/group/Vari_IAL/files/message.bmp

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

ronchap@...

93. Does the comparison mode button work correctly?

Yahoo group: sstv_plus
Date: 2001-10-23 15:35:46 UTC
From: ronchap@att.net
Topic: 93 Message: 93

Hi Sam,

Reff: Version 2.2.14

It seems that. If we turn the "C" button off. The images are still
encoded and decoded using the comparison mode?

94. RE: [Vari_IAL] Does the comparison mode button work correctly?

Yahoo group: sstv_plus
Date: 2001-10-23 16:30:11 UTC
From: Sylvan Malis
Topic: 93 Message: 94

Ron,

The bug that you are seeing, the "C" button, is only in the encode mode and it is that the "comparison" button had the color reversed. When the button showed red, it was actually on and visa-versa. The color (off-on) was correct in the decode mode. This is the condition of version 2.2.13. The problem was corrected in the 2.2.14 version released late yesterday/early evening.

Sylvan
K9SYL

-----Original Message-----
From: ronchap@... [mailto:ronchap@...]
Sent: Tuesday, October 23, 2001 10:36 AM
To: Vari_IAL@yahoogroups.com
Subject: [Vari_IAL] Does the comparison mode button work correctly?

Hi Sam,

Reff: Version 2.2.14

It seems that. If we turn the "C" button off. The images are still encoded and decoded using the comparison mode?

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<http://rd.yahoo.com/M=213858.1650662.3186813.1261774/D=egroupweb/S=1706058037:HM/A=763352/R=0/*http://www.classmates.com/index.tf?s=5085>

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Vari_IAL-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

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95. Re: Does the comparison mode button work correctly?

Yahoo group: sstv_plus
Date: 2001-10-23 17:25:49 UTC
From: ronchap@att.net
Topic: 93 Message: 95

Thanks for the response.

I'm pretty sure I'm using the latest version of 2.2.14.

Maybe the image encode funtion is not working correctly since I clicked on the "C" button anymore. Don't know??

What's got me mixed up is. When I now encode an image with the "IVALTV" model. (This is with the Compare option off) Only the right side of the images is beeing worked on. Nothing on the left hand side of the image is being changed.

Before I clicked on the "C" button the entire images was being worked on. Now, when I turn off the compare mode It does not seem to be doing this anymore.

I'll check this out when Sam posts the next update.

If you have the "Comparison" checkbox selected in the IAL you can view a decoded picture which only shows the right side of the picture processed by IAL program. This feature allows you to compare the effectiveness of the IAL program for the model you have selected. If you don't want to use this feature simply make sure that the Comparison Mode checkboxes are not selected during the decoding process. I would not use the Comparison option when using the Wide Screen view.

> Ron,
>
> The bug that you are seeing, the "C" button, is only in the encode mode and
> it is that the "comparison" button had the color reversed. When the button
> showed red, it was actually on and visa-versa. The color (off-on) was
> correct in the decode mode. This is the condition of version 2.2.13. The
> problem was corrected in the 2.2.14 version released late yesterday/early
> evening.
>
> Sylvan
> K9SYL
>
ilto:ronchap@a...]
> Sent: Tuesday, October 23, 2001 10:36 AM
> To: Vari_IAL@y...

> Subject: [Vari_IAL] Does the comparison mode button work correctly?
>
> Hi Sam,
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> Reff: Version 2.2.14
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> It seems that. If we turn the "C" button off. The images are still
> encoded and decoded using the comparison mode?
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060580
> 37:HM/A=763352/R=0/*http://www.classmates.com/index.tf?s=5085>
>
>
> To unsubscribe from this group, send an email to:
> Vari_IAL-unsubscribe@y...
>
> Your moderators are Marc Guitard and Samuel Hunt
>
>
>
> Your use of Yahoo! Groups is subject to the Yahoo! Terms of Service
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96. IAL Program - NewBee question pse excuse !

Yahoo group: sstv_plus
Date: 2001-10-23 17:40:01 UTC
From: Kurt Brandstetter
Topic: 96 Message: 96

Hello from Vienna !

I'm subscribed to this email group and and a SWL from Vienna Austria.
Sometimes I make some listening (or looking, hi) to SSTV. But I'm a really
beginner without no or little knowledge about SSTV. As program I use MMSSTV
or ChromaPix.

Please excuse my "silly" question :
I read all the emails about IAL but as my English is bad, I don't know what
IAL really is. Is it a stand alone SSTV program or is it only useful for
hams who are sending SSTV ? Should I install it for receiving purposes only
?

If someone of you can help me with an easy to read answer (not too
complicated as I said, my English is poor) and give me some hints ?

Would be glad to receive some help as I don't want to install the program if
its useless for a SWL.

Thanks in advance and greetings from Vienna
--
73 de Kurt OE 1002419 ICQ-UIN 43074273

The server at SWL.NET is up now again so please
use http://www.swl.net/oe1002419 again !
****
The latest QSL's I received you can see at my webpage
under the link "Latest QSL cards arrived at my postbox"
3B6RF;5R8GY (AF-090);6H3KK (NA-090);T88LL;HL1OYF/2 (AS-090)
T5W;T5X;J5X;HS6NDK;D2GG;OS4OSA;ZL75; 3Y0C ; YM0MA (EU-186)
****

97. Re: [Vari_IAL] Vari-IAL net on 20 meters

Yahoo group: sstv_plus
Date: 2001-10-23 14:51:42 UTC
From: Samuel Hunt
Topic: 87 Message: 97

I've added this message to the program as a help topic

Sam
----- Original Message -----
From: wa4ire@...
To: Vari_IAL@yahoogroups.com
Sent: Monday, October 22, 2001 9:39 PM
Subject: [Vari_IAL] Vari-IAL net on 20 meters

Hello,

K9SYL and I have been trading IVAL, IVALTV, VARITV, CALVS and CALVSTV pictures on 14.227 Mhz starting around 11:30 EDT almost every day of the week. Sometimes Syl does not show up until 11:40 EDT so we don't always start promptly. If 14.227 is busy you can find us on 14.233, 14,236 or 14.239.

Both Syl and I would like to encourage you to join us for the Night Owl version of the VARI-IAL Net and join in on the fun.

If you are to far away to join our litle group start one of you own in your region of the world and see if you can encourage others to partcipate and try out this beautiful program.

Have fun!

73
Marc
wa4ire

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Vari_IAL-unsubscribe@yahoogroups.com

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98. European use of SSTV+

Yahoo group: sstv_plus
Date: 2001-10-23 17:44:08 UTC
From: Samuel Hunt
Topic: 98 Message: 98

This is just a little question to everyone in Europe:

Is there any regular nets in Europe set up which use any of the SSTV+ systems?

If there is, then please could you let me know the time & frequency, so I can add this time and frequency to the program. This should hopefully attract interest from Europe.

Thanks,

Sam

99. Next IAL program

Yahoo group: sstv_plus
Date: 2001-10-23 15:06:12 UTC
From: Samuel Hunt
Topic: 99 Message: 99
Attachments: 1 described; binary payloads are missing from this source WARC

Attached is the next IAL program. I've made many alterations in this one, mainly fixing bugs.

I hope that Marc's bug with partial encodes and decodes is gone. I've put in a slightly different (actually, very different) decoding and encoding scheme for IAL, where I suspect the bug was coming from. If anyone else is experiencing this problem, PLEASE let me know.

I've also added Ron's idea of displaying the selected mode in the title bar.

Again, there has been refinements to the LIC system. I would encourage you all to enter your callsign if you haven't already. Simply double-click on the text saying "Your callsign", then follow the simple instructions. If you want a certified callsign, just e-mail me, and let me know your callsign. I'll use a few methods to check that you are who you say you are (the reason for this is to stop the growing number of pirate transmissions, and to be able to easily see if someone actually holds a valid ham licence. It is a criminal offence in most countries to communicate with a pirate, so you can be certian you're legal if someone has a certified callsign). If I'm not convinced, I'll get back to you and request a few non-personal details (such as your country, your class of licence or suchlike). I do not go to any great extent to check that your callsign is really you, but I do have a table listing the callsign, knowing which country you come from, your class of licence, and I can look in a callsign database to check your name. I also can check from your e-mail address to see if your e-mail address is from the correct country, and can see if your e-mail address is anything like your name or callsign. So, someone pretending to be Mako, but they spell his name wrong (as many do!), and their e-mail originates from central antartica, I would be highly suspicious. If your e-mail address is in the callsign database, I can use this also to check further, by returning your certified callsign via that e-mail address.

As for awards, I've not yet got around to that yet, but I think that I'm going to look for a SSTV tutorial on the internet, read through it, and then we can decide if there is one that all sounds like good operating practices, and add to it the Vari and IAL specific data, then make this the official criteria.

Sam

100. Re: [Vari_IAL] Re: Does the comparison mode button work correctly?

Yahoo group: sstv_plus
Date: 2001-10-23 18:05:14 UTC
From: Samuel Hunt
Topic: 93 Message: 100

No, it WAS a bug, which I noticed and have fixed.

What was happening is the half enc, half dec checkbox (before that was "comparison mode") was not being set to 0 when comparison mode was being turned off. Since you can't see this checkbox any more, you couldn't turn it off. It now sets to 0 (not checked) when comparison mode is turned off, so it should be as required.

I am not sure about encode - got to check this.

On the issue of the LICs showing through, I've found that this ALWAYS happens when they are the old type of LIC (have the black and white appearance when looking at the interlaced image, not green/magenta). They will show themselves up as green or magenta blocks. Not to worry, everyone should be over to the newer versions soon. Note that older LICs are not readable now, since I changed it to 6 bit coding, not 8. This makes space for error correction (when I decide what type I'm going to use). Or, it makes space for more information to be put on the LICs.

I hope that the title bar is useful. I think I may change it around, so it's got the chosen model, then SSTV+, so it would be

"CALVS - SSTV+"

This way, when you look in your taskbar, you can easily read the chosen model.

Sam
----- Original Message -----
From: ronchap@...
To: Vari_IAL@yahoogroups.com
Sent: Tuesday, October 23, 2001 6:25 PM
Subject: [Vari_IAL] Re: Does the comparison mode button work correctly?

Thanks for the response.

I'm pretty sure I'm using the latest version of 2.2.14.

Maybe the image encode funtion is not working correctly since I
clicked on the "C" button anymore. Don't know??

What's got me mixed up is. When I now encode an image with
the "IVALTV" model. (This is with the Compare option off) Only the
right side of the images is beeing worked on. Nothing on the left
hand side of the image is being changed.

Before I clicked on the "C" button the entire images was being worked
on. Now, when I turn off the compare mode It does not seem to be
doing this anymore.

I'll check this out when Sam posts the next update.

If you have the "Comparison" checkbox selected in the IAL you can
view a decoded picture which only shows the right side of the picture
processed by IAL program. This feature allows you to compare the
effectiveness of the IAL program for the model you have selected. If
you don't want to use this feature simply make sure that the
Comparison Mode checkboxes are not selected during the decoding
process. I would not use the Comparison option when using the Wide
Screen view.

> Ron,
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> The bug that you are seeing, the "C" button, is only in the encode
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> it is that the "comparison" button had the color reversed. When
the button
> showed red, it was actually on and visa-versa. The color (off-on)
was
> correct in the decode mode. This is the condition of version
2.2.13. The
> problem was corrected in the 2.2.14 version released late
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> evening.
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> Sylvan
> K9SYL
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ilto:ronchap@a...]
> Sent: Tuesday, October 23, 2001 10:36 AM
> To: Vari_IAL@y...
> Subject: [Vari_IAL] Does the comparison mode button work correctly?
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> 37:HM/A=763352/R=0/*http://www.classmates.com/index.tf?s=5085>
>

>
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101. Re: [Vari_IAL] New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-23 18:07:15 UTC
From: Samuel Hunt
Topic: 66 Message: 101

I'm going to look into this. It may be something which could prove to be very useful. I think that if the text was correctly created, then IAL itself would remove it. I did do some experiments with this when IAL was first created, but then forgot about it. I'll look into it again.

Sam
----- Original Message -----
From: Vari_IAL@yahoogroups.com
To: Vari_IAL@yahoogroups.com
Sent: Tuesday, October 23, 2001 4:19 PM
Subject: [Vari_IAL] New file uploaded to Vari_IAL

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the Vari_IAL
group.

File : /message.bmp
Uploaded by : ronchap@...
Description : Here is something Interesting. If you "encode" this image with IVALTV mode. You may see something interesting. Sam, Maybe you can use something like this to add the Stations call sign or other data to the encoded picture. Now if there was a way to remove the lines after the picture is decoded would be great.

You can access this file at the URL

http://groups.yahoo.com/group/Vari_IAL/files/message.bmp

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

ronchap@...

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102. Re: Does the comparison mode button work correctly?

Yahoo group: sstv_plus
Date: 2001-10-23 18:52:26 UTC
From: ronchap@att.net
Topic: 93 Message: 102

Hi Sam,

I think this is still a problem.

Hi Sam

Reff Version 2.2.15

If you check the 3 Image files I just posted to the files section.

encodeon1strun.jpg
encodeafterc.jpg
decodewithc.jpg

You can see what is going on.

1 - The very 1st time I encode the image. The entire image gets
encoded.

2 - I then turn the C button on and encode anfter decode another
image. The compare funtion seems to then work ok.

3 - I then turn the C button off and encode another picture.
Now only the right side of the picture is encoded.

4 - Now if I turn the C option back on and try to decode another
image. Only the right side of the image is decoded. The left side
is not decoded anymore.

> No, it WAS a bug, which I noticed and have fixed.
>
> What was happening is the half enc, half dec checkbox (before that
was "comparison mode") was not being set to 0 when comparison mode
was being turned off. Since you can't see this checkbox any more, you
couldn't turn it off. It now sets to 0 (not checked) when comparison
mode is turned off, so it should be as required.
>
> I am not sure about encode - got to check this.
>
>
> On the issue of the LICs showing through, I've found that this
ALWAYS happens when they are the old type of LIC (have the black and
white appearance when looking at the interlaced image, not
green/magenta). They will show themselves up as green or magenta
blocks. Not to worry, everyone should be over to the newer versions
soon. Note that older LICs are not readable now, since I changed it
to 6 bit coding, not 8. This makes space for error correction (when I
decide what type I'm going to use). Or, it makes space for more

information to be put on the LICs.
>
>
> I hope that the title bar is useful. I think I may change it
around, so it's got the chosen model, then SSTV+, so it would be
>
> "CALVS - SSTV+"
>
> This way, when you look in your taskbar, you can easily read the
chosen model.
>
>
>
> Sam

103. Intermittent encode and decode failure V2.2.12, V2.2.14 and V2.2.15

Yahoo group: sstv_plus
Date: 2001-10-24 00:40:40 UTC
From: wa4ire@yahoo.com
Topic: 103 Message: 103

Hi Sam,

I am still experiencing an intermittent failure during the encode or decode process even with V2.2.15. I am using Windows ME. The last version that worked OK for me was V2.2.9.

The encode or decode process completes itself but some of all of the picture information is lost.

I wonder if anyone else is experiencing this problem?

73
Marc
wa4ire

104. Compare Mode problem a New clue.

Yahoo group: sstv_plus
Date: 2001-10-24 12:15:40 UTC
From: ronchap@att.net
Topic: 104 Message: 104

Hi Sam,

Reff: Version 2.2.15

This is the procedure I have to use to get the images to encode and
then decode correctly using the IVALTV model.
I don't think this is corect. But it works.

To "encode" a picture.
1 - Turn on the "C" button.
2 - Copy a picture from MMSSTV.
3 - Encode the picture using IVALTV.

To "Decode" a picture.

1 - Turn off the "C" button.
2 - Copy a picture from MMSSTV
3 - Decode the picture using IVALTV.

105. Error correction on LIC

Yahoo group: sstv_plus
Date: 2001-10-23 21:17:09 UTC
From: Samuel Hunt
Topic: 105 Message: 105

I've added error correction now to the LIC, and done a little adjustment to it. It now can tolerate fairly high levels of slant and noise (I've got it working reliably when the S:N is -4dB), since it has a CRC.

Hopefully, it should not tell you that the CRC is correct when it's not. The CRC is designed so that if it's not sure about the callsign, then it will let you know that the data is possibly wrong by adding "(Bad CRC)" to the end of the decoded callsign text. Please let me know if the CRC causes concern.

I hope that this rather radical change to the LIC code will make the LICs as reliable as they should be. Now, instead of fine-tuning onto the pixels (as it did before, but in the presence of noise could decode wrong) this decoder simply just tries 10 different positions (5 either side of where it should be), and decodes the digital data from all 10 positions. This is added to the digital decoding list and the digital error correction systems can then try and pull any sense out of all of the rubbish. Using very advanced matrixing systems, it can get the correct callsign when only 1 LIC remains, or part of each callsign has been destroyed, but a good part co-incides on 2 LICs at any one time. If bandwidth allowed, then I would use far more robust error correction, but sadly I can only be certain of resolving to 4 pixels (so the LIC bits are 4 pixels wide. The image will resolve to 2 pixels, but there is a rise & fall time and ringing to take into account). Multilevel keying is out the question, since once the noise gets poor then the levels will fail.

Oh yes, I nearly forgot:- These LICs are incompatible with those of previous versions!

Let me know if there is a noticable improvement in the LICs.

Sam

106. Widescreen test image

Yahoo group: sstv_plus
Date: 2001-10-24 14:46:04 UTC
From: Samuel Hunt
Topic: 106 Message: 106

Here is a test image that I've made with the simulator, for you all to see widescreen SSTV for yourself. The settings for the simulator was a 40% noise level, so about 3/4dB S:N. The image was IVALTV, and it shows how the picture quality preforms. As we know, 40% noise level is a particularly questionable area for Vari. As this image shows, however, the image is fine. There is not a colour shift to yellow on the skins - it's a scan from a Laserdisc cover, and this has gone a little yellow due to time. The image is fairly sharp and looks good in widescreen anyway, so it shows how widescreen can look!

The only fault with the widescreen SSTV mode is that there is no widescreen source readily available. If you've got a scanner or digital camera, then take a few pictures. I think that the aspect ratio is also about the same as the panoramic setting on APS film.

Sam

107. SSTV+ 2.3

Yahoo group: sstv_plus
Date: 2001-10-24 14:50:12 UTC
From: Samuel Hunt
Topic: 107 Message: 107
Attachments: 1 described; binary payloads are missing from this source WARC

I've decided to release SSTV+ as a minor release (as in the first number after the decimal place increments). I feel it is important to do this, since much has changed since the last minor release.

I hope soon to do another major re-release (so it'll be version 3). When I do this, I'm going to create a new website (hence all the references to non-existent items on the website), and am going to write some articles for the Ham magazines. I also hope to set a date for a contest, so everyone can try it. With the next major release, I am going to post a message to all main SSTV & Ham reflectors, encouraging everyone to try it (and if they tried it in it's early form, or just Vari, to re-evaluate it). I think that many people may have heard bad things about Vari, and not actually tried IAL in any form (or even Vari). A release of the program with all of it's new features, and a good tutorial (and a few people with awards, which I will be sorting out fairly soon) will get people to try it. Once they've tried it properly then they can hopefully make their mind up for themselves if it is a worthwhile system.

Just as another note:- Have you all got widescreen images, or shall I upload a few (several general images, a widescreen testcard and a few film stills) to the group area for you all to try the widescreen mode? If you've not got widescreen images, then you may just be seeing this fairly impressive looking widescreen black screen, but not actually seeing any real widescreen images! If you've not got any images to try with it, then I'll certinally upload some. Seeing the image in widescreen is very impressive, and will probably convert you instantly. This is a particularly wide widescreen, and is really impressive when you see it! One source for an image may be your rig. Many UHF and VHF mobile (like for a car, but some use them as a base) rigs are about the same as the aspect ratio (or a little wider). A digital photo of one of these really looks quite good. If you've got a digital camera, here are some instructions how I would recommend you go about making a widescreen image:-

1:- Put the camera in 640x480 resolution (most do this. If not, get it in something higher than this. If you can't then you won't do it very well). Do not be tricked into the trap of selecting something higher than 640x480 just because your camera supports it - you can get aliasing, reducing the quality.

2:- When you take your photo, imagine having the top and bottom cut off. If you're feeling brave, get some insulating/masking tape (if it's not a TTL viewfinder) and put it over the front of the viewfinder to make it the correct aspect aspect ratio, so you can get your image just right.

3:- When you've got it in your computer (hopefully you've used highest quality image, or uncompressed if available (FlashPix is better than JPEG if you can do this) so you get the best quality image), crop the image to 640x256 (or in Paint Shop, use the "canvas size" tool under "Image" and "center vertical"). You've now got your widescreen image, in very high quality. If you've got Paint Shop Pro 7, then use the "automatic contrast enhancement" then "automatic saturation enhancement", then "edge preserving smooth" with factor 2 and the "sharpen" filter to make the image the best possible quality. In the enhancement filters, adjust the settings until the image is how you like it. This way, you'll have an excellent source.

You can't really appreciate widescreen until you've got a good image. Simply cropping and resizing a 320x256 image isn't enough for you to really appreciate this.

Last tip:- When transmitting widescreen, you want to aim for a mode with around 220 seconds transmission time. Scottie DX is a good mode. Perhaps Marc could advise? The point of the slower modes is that you get a better vertical resolution. In a situation such as this where you can't resolve to 1 pixel ever, then you must try to get as close as you can. Using a mode that resolves to 1 pixel when squashed is great, since then you're getting the best from the system.

Sam

108. Re: [Vari_IAL] Compare Mode problem a New clue.

Yahoo group: sstv_plus
Date: 2001-10-24 15:10:26 UTC
From: Samuel Hunt
Topic: 104 Message: 108

I think this was the bug which I fixed when I was looking though the program. Is it gone in 2.3.0?

If not, then I'll look into, but if I've already fixed it and go looking for it then I'll be going round in circles!

Sam
----- Original Message -----
From: ronchap@...
To: Vari_IAL@yahoogroups.com
Sent: Wednesday, October 24, 2001 1:15 PM
Subject: [Vari_IAL] Compare Mode problem a New clue.

Hi Sam,

Reff: Version 2.2.15

This is the procedure I have to use to get the images to encode and
then decode correctly using the IVALTV model.
I don't think this is corect. But it works.

To "encode" a picture.
1 - Turn on the "C" button.
2 - Copy a picture from MMSSTV.
3 - Encode the picture using IVALTV.

To "Decode" a picture.

1 - Turn off the "C" button.
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109. Re: Compare Mode problem a New clue.

Yahoo group: sstv_plus
Date: 2001-10-24 17:47:27 UTC
From: ronchap@att.net
Topic: 104 Message: 109

Yes it's still a bug.

A couple of us just installed the new 2.3 version and gave it a try.

Here is the interesting thing.
Once you go through the on and off cycle I list below.
The problem seems to have gone away. It almost looks like the
program is starting up with this option turned on. Even with the
button turned off. But once you go through one cycle. It then fixes
itself. Very strange.

> I think this was the bug which I fixed when I was looking though
the program. Is it gone in 2.3.0?
>
> If not, then I'll look into, but if I've already fixed it and go
looking for it then I'll be going round in circles!
>
> Sam
> ----- Original Message -----
> From: ronchap@a...
> To: Vari_IAL@y...
> Sent: Wednesday, October 24, 2001 1:15 PM
> Subject: [Vari_IAL] Compare Mode problem a New clue.
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> 3 - Encode the picture using IVALTV.
>
> To "Decode" a picture.
>
> 1 - Turn off the "C" button.
> 2 - Copy a picture from MMSSTV
> 3 - Decode the picture using IVALTV.
>
>

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Service.

110. Suggestion

Yahoo group: sstv_plus
Date: 2001-10-24 17:55:29 UTC
From: ronchap@att.net
Topic: 110 Message: 110

Hi Sam,

While testing this software on 40 meters today. This suggestion came up.

Just another thing that may make things a little more easy.

If you could save the encoded picture in a cache so that we can use the SSTV+ Filter options to manipulate the decoded image without haveing to go back to MMSSTV and do a copy paste to SSTV+.

This way if you don't like the results of the 1st decoded filter settings.
You can quickly turn on or off the filters and then run decode a second time. Without having to reselect the image from the MMSSTV rx window.

It may make things quicker.

111. RE: [Vari_IAL] Re: Compare Mode problem a New clue.

Yahoo group: sstv_plus
Date: 2001-10-24 17:57:20 UTC
From: Sylvan Malis
Topic: 104 Message: 111

Sam,

I experienced the same result the first time I loaded the new version. I was unable to get it to repeat itself so I thought it was just a procedure failure on my part so I wasn't going to mention it. Looks like I was not the only one.

Sylvan
K9SYL

-----Original Message-----
From: ronchap@... [mailto:ronchap@...]
Sent: Wednesday, October 24, 2001 12:47 PM
To: Vari_IAL@yahoogroups.com
Subject: [Vari_IAL] Re: Compare Mode problem a New clue.

Yes it's still a bug.

A couple of us just installed the new 2.3 version and gave it a try.

Here is the interesting thing.
Once you go through the on and off cycle I list below.
The problem seems to have gone away. It almost looks like the program is starting up with this option turned on. Even with the button turned off. But once you go through one cycle. It then fixes itself. Very strange.

> I think this was the bug which I fixed when I was looking though the program. Is it gone in 2.3.0?
>
> If not, then I'll look into, but if I've already fixed it and go looking for it then I'll be going round in circles!
>
> Sam
> ----- Original Message -----
> From: ronchap@a...
> To: Vari_IAL@y...
> Sent: Wednesday, October 24, 2001 1:15 PM
> Subject: [Vari_IAL] Compare Mode problem a New clue.
>
>
> Hi Sam,
>
> Reff: Version 2.2.15
>
> This is the procedure I have to use to get the images to encode and

> then decode correctly using the IVALTV model.
> I don't think this is corect. But it works.
>
> To "encode" a picture.
> 1 - Turn on the "C" button.
> 2 - Copy a picture from MMSSTV.
> 3 - Encode the picture using IVALTV.
>
> To "Decode" a picture.
>
> 1 - Turn off the "C" button.
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Your moderators are Marc Guitard and Samuel Hunt

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<http://docs.yahoo.com/info/terms/> .

112. When was the last version that the Compare Mode appears to work?

Yahoo group: sstv_plus
Date: 2001-10-24 19:30:15 UTC
From: wa4ire@yahoo.com
Topic: 112 Message: 112

Hello,

Sounds like we have an interesting range of problems. I wonder when was the last version of IAL that the Compare mode appears to work?

Here is a question for Sam. The Compare mode was originally designed to work with IVAL images. Will it work properly for the IVALTV, VARITV, CALVS and CALVSTV? are we using this mode properly?

At the moment I am experiencing the same problem with the Compare option in version 2.3.0 when in the IVAL mode. It remains stuck in the Comparison mode.

We may have to back up to the last version that the Compare mode worked and ask the question what was changed in the code that would affect the performance of the Compare mode. We simplified it. Lets go back to the version of IAL where the Compare mode worked OK and start over.

As you probably know I am experiencing an intermittent encode and decode failure with all versions after v2.2.9 while using Windows ME. Version 2.2.9 and all that went before work just fine. However, the versions above 2.2.9 work fine on my PC which has Windows 95.

In the meantime, the encode/decode bug is making it hard for me to do any testing and to continue to make a contribution to the development of IAL.

Anyway it looks like we may be forced to go back to an earlier version that worked properly. Leave the Comparison Mode as it always has been (because it worked for IVAL images). Also keep the same labels and format used in the earlier version.

So when did the Comparison mode last work properly? Do we all agree on the same version? Does the Compare option only work on IAL images?

Once we are satisfied that we have found an earlier version where the compare option works properly we can use it as our foundation to build upon. Namely we can add Super LICs to this version and evaluate the results. At this stage in the development of IAL a successful implementation of Super LICs is far more important than colored buttons or a modified Compare subroutine. If we can get LICs to work right then the next step would be to Jazz up the IAL interface window.

The important key here is to add only one thing at a time to the IAL program and evaluate it's performance. If too many modifications are done at once we can burn a lot of time debugging a program rather

than developing IAL and CS.

73
Marc
wa4ire

113. Re: When was the last version that the Compare Mode appears to work?

Yahoo group: sstv_plus
Date: 2001-10-24 19:57:08 UTC
From: ronchap@att.net
Topic: 112 Message: 113

Hi,

I don't think it's the MODE that's not working.
It seems more like a glitch when the program starts up the very 1st
time.

As far as your question about when this last worked. I started with
2.2.17. I think it worked then.

We never even turn on the compare mode or select the button.
to turn it on.

All we do is select IVALTV and encode. The picture then encodes only
on the right hand side.

To correct this we found that if we cycle through the procedure below
corrects the problem.

> To "encode" a picture.
> 1 - Turn on the "C" button.
> 2 - Copy a picture from MMSSTV.
> 3 - Encode the picture using IVALTV.
>
> To "Decode" a picture.
>
> 1 - Turn off the "C" button.
> 2 - Copy a picture from MMSSTV
> 3 - Decode the picture using IVALTV.

Once we go though this cycle it seems that the programs Logic corrects
.
We keep the "C" button off and images now encode and decode without a
problem.

> Hello,
>
> Sounds like we have an interesting range of problems. I wonder when
> was the last version of IAL that the Compare mode appears to work?
>
> Here is a question for Sam. The Compare mode was originally
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> to work with IVAL images. Will it work properly for the IVALTV,
> VARITV, CALVS and CALVSTV? are we using this mode properly?
>
> At the moment I am experiencing the same problem with the Compare
> option in version 2.3.0 when in the IVAL mode. It remains stuck in
> the Comparison mode.

>
> We may have to back up to the last version that the Compare mode
> worked and ask the question what was changed in the code that would
> affect the performance of the Compare mode. We simplified it. Lets
go
> back to the version of IAL where the Compare mode worked OK and
start
> over.
>
> As you probably know I am experiencing an intermittent encode and
> decode failure with all versions after v2.2.9 while using Windows
ME.
> Version 2.2.9 and all that went before work just fine. However, the
> versions above 2.2.9 work fine on my PC which has Windows 95.
>
> In the meantime, the encode/decode bug is making it hard for me to
do
> any testing and to continue to make a contribution to the
development
> of IAL.
>
> Anyway it looks like we may be forced to go back to an earlier
> version that worked properly. Leave the Comparison Mode as it
always
> has been (because it worked for IVAL images). Also keep the same
> labels and format used in the earlier version.
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> So when did the Comparison mode last work properly? Do we all agree
> on the same version? Does the Compare option only work on IAL
images?
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> Once we are satisfied that we have found an earlier version where
the
> compare option works properly we can use it as our foundation to
> build upon. Namely we can add Super LICs to this version and
evaluate
> the results. At this stage in the development of IAL a successful
> implementation of Super LICs is far more important than colored
> buttons or a modified Compare subroutine. If we can get LICs to
work
> right then the next step would be to Jazz up the IAL interface
window.
>
> The important key here is to add only one thing at a time to the
IAL
> program and evaluate it's performance. If too many modifications
are
> done at once we can burn a lot of time debugging a program rather
> than developing IAL and CS.
>

> 73
> Marc
> wa4ire

114. Re: When was the last version that the Compare Mode appears to work?

Yahoo group: sstv_plus
Date: 2001-10-24 21:46:09 UTC
From: wa4ire@yahoo.com
Topic: 112 Message: 114

Thanks for your help Ron.

73
Marc
wa4ire

--- In Vari_IAL@y..., ronchap@a... wrote:
> Hi,
>
> I don't think it's the MODE that's not working.
> It seems more like a glitch when the program starts up the very 1st
> time.
>
> As far as your question about when this last worked. I started with
> 2.2.17. I think it worked then.
>
>
> We never even turn on the compare mode or select the button.
> to turn it on.
>
> All we do is select IVALTV and encode. The picture then encodes
only
> on the right hand side.
>
> To correct this we found that if we cycle through the procedure
below
> corrects the problem.
>
>
> > To "encode" a picture.
> > 1 - Turn on the "C" button.
> > 2 - Copy a picture from MMSSTV.
> > 3 - Encode the picture using IVALTV.
> >
> > To "Decode" a picture.
> >
> > 1 - Turn off the "C" button.
> > 2 - Copy a picture from MMSSTV
> > 3 - Decode the picture using IVALTV.
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> Once we go though this cycle it seems that the programs Logic
corrects
> .
> We keep the "C" button off and images now encode and decode without
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> problem.
>
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>
>
>
>
> > Hello,
> >
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> > was the last version of IAL that the Compare mode appears to work?
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> > Here is a question for Sam. The Compare mode was originally
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> > to work with IVAL images. Will it work properly for the IVALTV,
> > VARITV, CALVS and CALVSTV? are we using this mode properly?
> >
> > At the moment I am experiencing the same problem with the Compare
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> >
> > We may have to back up to the last version that the Compare mode
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> > back to the version of IAL where the Compare mode worked OK and
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> > over.
> >
> > As you probably know I am experiencing an intermittent encode and
> > decode failure with all versions after v2.2.9 while using Windows
> ME.
> > Version 2.2.9 and all that went before work just fine. However,
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> > versions above 2.2.9 work fine on my PC which has Windows 95.
> >
> > In the meantime, the encode/decode bug is making it hard for me
to
> do
> > any testing and to continue to make a contribution to the
> development
> > of IAL.
> >
> > Anyway it looks like we may be forced to go back to an earlier
> > version that worked properly. Leave the Comparison Mode as it
> always

> > has been (because it worked for IVAL images). Also keep the same
> > labels and format used in the earlier version.
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> images?
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> > the results. At this stage in the development of IAL a successful
> > implementation of Super LICs is far more important than colored
> > buttons or a modified Compare subroutine. If we can get LICs to
> work
> > right then the next step would be to Jazz up the IAL interface
> window.
> >
> > The important key here is to add only one thing at a time to the
> IAL
> > program and evaluate it's performance. If too many modifications
> are
> > done at once we can burn a lot of time debugging a program rather
> > than developing IAL and CS.
> >
> > 73
> > Marc
> > wa4ire

115. RE: [Vari_IAL] When was the last version that the Compare Mode appears to work?

Yahoo group: sstv_plus
Date: 2001-10-24 21:55:48 UTC
From: Sylvan Malis
Topic: 112 Message: 115

Hi all,

I agree with Marc. Standard software development procedures dictate one step at a time so you always are working from a known base. Although I think we should find out if Sam was a handle on what is causing the problem or not before we jump from here to there (whichever version there happens to be.)

If it is something simple, then we should be patient and let him "do his thing." I believe Sam has proved that he is a good developer and programmer and this may only be a case where he was concentrating on some other feature and didn't notice some simple little error. After all, he has put together a terrific program so far and in what I would judge to be record time.

So lets give him a little room to see if this has become a big deal or just a small hiccup before we start jumping around from version to version and then we all end up not knowing where up is.

Also you all know that by getting the versions before they are "street ready" we are contributing to the reduction of time it takes to make the progress that is being made. Sam could hold the "next" version back until he has tested it completely and was sure there are no bugs and then that would take more of his time, time that he is putting into developing the program. This way we are saving him the time of not having to do the testing.

So I am of the mind of staying with the present version and make sure we keep doing exactly what we are doing. Giving Sam the feed back on his program.

73,

Sylvan
K9SYL

-----Original Message-----
From: wa4ire@... [mailto:wa4ire@...]
Sent: Wednesday, October 24, 2001 2:30 PM
To: Vari_IAL@yahoogroups.com
Subject: [Vari_IAL] When was the last version that the Compare Mode appears to work?

Hello,

Sounds like we have an interesting range of problems. I wonder when was the last version of IAL that the Compare mode appears to work?

Here is a question for Sam. The Compare mode was originally designed to work with IVAL images. Will it work properly for the IVALTV, VARITV, CALVS and CALVSTV? are we using this mode properly?

At the moment I am experiencing the same problem with the Compare option in version 2.3.0 when in the IVAL mode. It remains stuck in the Comparison mode.

We may have to back up to the last version that the Compare mode worked and ask the question what was changed in the code that would affect the performance of the Compare mode. We simplified it. Lets go back to the version of IAL where the Compare mode worked OK and start over.

As you probably know I am experiencing an intermittent encode and decode failure with all versions after v2.2.9 while using Windows ME. Version 2.2.9 and all that went before work just fine. However, the versions above 2.2.9 work fine on my PC which has Windows 95.

In the meantime, the encode/decode bug is making it hard for me to do any testing and to continue to make a contribution to the development of IAL.

Anyway it looks like we may be forced to go back to an earlier version that worked properly. Leave the Comparison Mode as it always has been (because it worked for IVAL images). Also keep the same labels and format used in the earlier version.

So when did the Comparison mode last work properly? Do we all agree on the same version? Does the Compare option only work on IAL images?

Once we are satisfied that we have found an earlier version where the compare option works properly we can use it as our foundation to build upon. Namely we can add Super LICs to this version and evaluate the results. At this stage in the development of IAL a successful implementation of Super LICs is far more important than colored buttons or a modified Compare subroutine. If we can get LICs to work right then the next step would be to Jazz up the IAL interface window.

The important key here is to add only one thing at a time to the IAL program and evaluate it's performance. If too many modifications are done at once we can burn a lot of time debugging a program rather than developing IAL and CS.

73
Marc
wa4ire

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116. Re: IAL Program - NewBee question pse excuse !

Yahoo group: sstv_plus
Date: 2001-10-24 23:28:08 UTC
From: wa4ire@yahoo.com
Topic: 96 Message: 116

Hi Kurt,

Yes a SWL would be interested in the IAL program. The IAL program will enhance the picture quality of VARISSTV generated pictures.

The IAL program was not designed to be used with convnetional SSTV.

The IAL process reduces the amount of noise in a VARISSTV generated picture which is generated by QRM, QRN and QSB. IVALTV usually does the best job at minimizing the effects of QRM, QRN and QSB. I hope this help's you Kurt.

There was an article written recently in a German Radio Magazine about VARISSTV. Perhaps someone can help us out with the name of the German Magazine so you can read up on VARISSTV.

73
Marc
wa4ire

--- In Vari_IAL@y..., Kurt Brandstetter <kurt.brandstetter@c...> wrote:
> Hello from Vienna !
>
> I'm subscribed to this email group and and a SWL from Vienna Austria.
> Sometimes I make some listening (or looking, hi) to SSTV. But I'm a really
> beginner without no or little knowledge about SSTV. As program I use MMSSTV
> or ChromaPix.
>
> Please excuse my "silly" question :
> I read all the emails about IAL but as my English is bad, I don't know what
> IAL really is. Is it a stand alone SSTV program or is it only useful for
> hams who are sending SSTV ? Should I install it for receiving purposes only
> ?
>
> If someone of you can help me with an easy to read answer (not too
> complicated as I said, my English is poor) and give me some hints ?
>
> Would be glad to receive some help as I don't want to install the program if

> its useless for a SWL.
>
> Thanks in advance and greetings from Vienna
> --
> 73 de Kurt OE 1002419 ICQ-UIN 43074273
>
> The server at SWL.NET is up now again so please
> use http://www.swl.net/oe1002419 again !
> **
> The latest QSL's I received you can see at my webpage
> under the link "Latest QSL cards arrived at my postbox"
> 3B6RF;5R8GY (AF-090);6H3KK (NA-090);T88LL;HL1OYF/2 (AS-090)
> T5W;T5X;J5X;HS6NDK;D2GG;OS4OSA;ZL75; 3Y0C ; YM0MA (EU-186)
> **

117. Re: When was the last version that the Compare Mode appears to work?

Yahoo group: sstv_plus
Date: 2001-10-25 00:36:49 UTC
From: wa4ire@yahoo.com
Topic: 112 Message: 117

Hi Sam,

I am unable to open IAL version 2.1.17 (I think this is the right version number) and the one which immediately followed this version number. When I try to open version 2.1.17 and the one that immediately followed it the IAL program reports a Runtime 380 error. This problem opening version 2.1.17 began after I installed IAL version 2.2.12.

As unlikely as it may seem there appears to be some interaction between different versions of IAL when multiple versions appear on the Windows ME Desktop. In an earlier posting I mentioned that I could get the Compare option to turn off by turning the Compare option off on all the previous versions of IAL presnt on the Windows ME Desktop. Once I did this the Compare option finally turned off in versions 2.2.14 and 2.2.15.

The last verison that the Compare option worked properly for me is in IAL version 2.1.16. Ron reports that the last time the Compare option worked properly for him is in version 2.2.17. I wonder if he ment 2.1.17 rather than 2.2.17. Hopefully Ron can clarify this point. If Ron ment to say version 2.1.17 than that version looks like the last version that the Compare option worked properly for both IVAL and IVALTV.

In IAL version 2.1.16 I observed that the Compare option works properly for both IVAL and IVALTV. You may want to confirm this observation at your end Sam.

The intermittent encode and decode failure I have observed started with IAL version 2.2.12 and higher and has only been observed on my PC using Windows ME. It has not appeared on my PC using Windows 95 version B.

It would be nice if we can obtain some input from others who are using Windows ME. Specifically are they are experiencing the same issue?

I have closed everything except Explorer, IAL and MMSSTV in Windows ME and the intermittent encode/decode issue persists starting with version 2.2.12 and higher.

Thanks Sam,

Marc
wa4ire

--- In Vari_IAL@y..., ronchap@a... wrote:
> Hi,
>
> I don't think it's the MODE that's not working.
> It seems more like a glitch when the program starts up the very 1st
> time.
>
> As far as your question about when this last worked. I started with
> 2.2.17. I think it worked then.
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> We never even turn on the compare mode or select the button.
> to turn it on.
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> > option in version 2.3.0 when in the IVAL mode. It remains stuck
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> > Anyway it looks like we may be forced to go back to an earlier
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> are
> > done at once we can burn a lot of time debugging a program rather
> > than developing IAL and CS.
> >
> > 73
> > Marc
> > wa4ire

118. Re: Error correction on LIC

Yahoo group: sstv_plus
Date: 2001-10-25 01:01:24 UTC
From: wa4ire@yahoo.com
Topic: 105 Message: 118

Hi Sam,

I have tested LICs + in version 2.3.0 by using the HF simulator program and I observed that all of my test picutres were properly decoded (call sign and mode) with injected noise and static set to 90%. Version 2.2.15 reached it's limit at approximately 60%.

These test results are very impressive Sam. It will be interesting to see how Super LICs works in the real world. The results should be very good even with signals near the noise floor of the receiver if the HF simulator program is correct.

At any rate it looks like that you are on the right track Sam.

73
Marc
wa4ire

--- In Vari_IAL@y..., "Samuel Hunt" <SamuelHunt@S...> wrote:
> I've added error correction now to the LIC, and done a little adjustment to
> it. It now can tolerate fairly high levels of slant and noise (I've got it
> working reliably when the S:N is -4dB), since it has a CRC.
>
> Hopefully, it should not tell you that the CRC is correct when it's not. The
> CRC is designed so that if it's not sure about the callsign, then it will
> let you know that the data is possibly wrong by adding "(Bad CRC)" to the
> end of the decoded callsign text. Please let me know if the CRC causes
> concern.
>
> I hope that this rather radical change to the LIC code will make the LICs as
> reliable as they should be. Now, instead of fine-tuning onto the pixels (as
> it did before, but in the presence of noise could decode wrong) this decoder
> simply just tries 10 different positions (5 either side of where it should
> be), and decodes the digital data from all 10 positions. This is added to
> the digital decoding list and the digital error correction systems

can then
> try and pull any sense out of all of the rubbish. Using very
advanced
> matrixing systems, it can get the correct callsign when only 1 LIC
remains,
> or part of each callsign has been destroyed, but a good part co-
incides on 2
> LICs at any one time. If bandwidth allowed, then I would use far
more robust
> error correction, but sadly I can only be certain of resolving to 4
pixels
> (so the LIC bits are 4 pixels wide. The image will resolve to 2
pixels, but
> there is a rise & fall time and ringing to take into account).
Multilevel
> keying is out the question, since once the noise gets poor then the
levels
> will fail.
>
> Oh yes, I nearly forgot:- These LICs are incompatible with those of
previous
> versions!
>
>
>
> Let me know if there is a noticable improvement in the LICs.
>
> Sam

119. New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-25 06:31:24 UTC
From: Vari_IAL@yahoogroups.com
Topic: 62 Message: 119

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the Vari_IAL
group.

File : /K9SYL_IVALTV_WS_SC2-180__LICS+.bmp
Uploaded by : wa4ire@...
Description : Widescreen and SC2-180

You can access this file at the URL

http://groups.yahoo.com/group/Vari_IAL/files/K9SYL_IVALTV_WS_SC2-180__LICS%2B.bmp

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

wa4ire@...

120. Re: New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-25 06:37:47 UTC
From: wa4ire@yahoo.com
Topic: 62 Message: 120

Hello,

Please check out this widescreen picture received from K9SYL last night on 20 meters. Version 2.3.0 was used with LICs +, SC2-180 and IVALTV. The picture was downloaded from http://users.erols.com/maxlyons according to Syl.

Amazing picture quality can be realized when SCT-180/IVALTV is used in conjunction with version 2.3.0 using LICs +.

73
Marc
wa4ire

--- In Vari_IAL@y..., <Vari_IAL@y...> wrote:
>
> Hello,
>
> This email message is a notification to let you know that
> a file has been uploaded to the Files area of the Vari_IAL
> group.
>
> File : /K9SYL_IVALTV_WS_SC2-180__LICS+.bmp
> Uploaded by : wa4ire@y...
> Description : Widescreen and SC2-180
>
> You can access this file at the URL
>
> http://groups.yahoo.com/group/Vari_IAL/files/K9SYL_IVALTV_WS_SC2-180__LICS%2B.bmp
>
> To learn more about file sharing for your group, please visit
>
> http://help.yahoo.com/help/us/groups/files
>
> Regards,
>
> wa4ire@y...

121. Re: [Vari_IAL] NewBee question pse excuse !

Yahoo group: sstv_plus
Date: 2001-10-25 06:46:18 UTC
From: Kurt Brandstetter
Topic: 121 Message: 121

Hi Marc !

Thank you for your help. I'll try it.
Good luck from Vienna - Austria

wa4ire@... schrieb:
>
> Hi Kurt,
>
> Yes a SWL would be interested in the IAL program. The IAL program
> will enhance the picture quality of VARISSTV generated pictures.

--
73 de Kurt OE 1002419 ICQ-UIN 43074273

The server at SWL.NET is up now again so please
use http://www.swl.net/oe1002419 again !
****
The latest QSL's I received you can see at my webpage
under the link "Latest QSL cards arrived at my postbox"
3B6RF;5R8GY (AF-090);6H3KK (NA-090);T88LL;HL1OYF/2 (AS-090)
T5W;T5X;J5X;HS6NDK;D2GG;OS4OSA;ZL75; 3Y0C ; YM0MA (EU-186)
****

122. Instructions to clear ALL settings

Yahoo group: sstv_plus
Date: 2001-10-25 12:06:31 UTC
From: Samuel Hunt
Topic: 122 Message: 122

Here are some instructions to clear all of your settings in the IAL program and put them back to how they are for a newbie:-

1:- Run Regedit.EXE (Go to start, run, type "Regedit.exe" and run it)

2:- Go to "HKEY_USERS"

3:- Go to ".DEFAULT"

4:- Go to "Software"

5:- Go to "VB and VBA Program Settings"

6:- Go to "IAL"

7:- Right click on the "IAL" and go to delete. Say yes, that you do want to delete it.

8:- Close regedit.

I don't know if this will cure the bugs. I'm going to look at the code carefully and look for errors and mistakes.

Sam

123. Re: [Vari_IAL] Re: When was the last version that the Compare Mode appears to work?

Yahoo group: sstv_plus
Date: 2001-10-25 12:08:41 UTC
From: Samuel Hunt
Topic: 112 Message: 123

Am I to understand that the comparison mode is now operating properly, or that the sequence needs to be followed EVERY time?

Sam
----- Original Message -----
From: ronchap@...
To: Vari_IAL@yahoogroups.com
Sent: Wednesday, October 24, 2001 8:57 PM
Subject: [Vari_IAL] Re: When was the last version that the Compare Mode appears to work?

Hi,

I don't think it's the MODE that's not working.
It seems more like a glitch when the program starts up the very 1st
time.

As far as your question about when this last worked. I started with
2.2.17. I think it worked then.

We never even turn on the compare mode or select the button.
to turn it on.

All we do is select IVALTV and encode. The picture then encodes only
on the right hand side.

To correct this we found that if we cycle through the procedure below
corrects the problem.

> To "encode" a picture.
> 1 - Turn on the "C" button.
> 2 - Copy a picture from MMSSTV.
> 3 - Encode the picture using IVALTV.
>
> To "Decode" a picture.
>
> 1 - Turn off the "C" button.
> 2 - Copy a picture from MMSSTV
> 3 - Decode the picture using IVALTV.

Once we go though this cycle it seems that the programs Logic corrects
.
We keep the "C" button off and images now encode and decode without a
problem.

> Hello,
>

> Sounds like we have an interesting range of problems. I wonder when
> was the last version of IAL that the Compare mode appears to work?
>
> Here is a question for Sam. The Compare mode was originally
designed
> to work with IVAL images. Will it work properly for the IVALTV,
> VARITV, CALVS and CALVSTV? are we using this mode properly?
>
> At the moment I am experiencing the same problem with the Compare
> option in version 2.3.0 when in the IVAL mode. It remains stuck in
> the Comparison mode.
>
> We may have to back up to the last version that the Compare mode
> worked and ask the question what was changed in the code that would
> affect the performance of the Compare mode. We simplified it. Lets
go
> back to the version of IAL where the Compare mode worked OK and
start
> over.
>
> As you probably know I am experiencing an intermittent encode and
> decode failure with all versions after v2.2.9 while using Windows
ME.
> Version 2.2.9 and all that went before work just fine. However, the
> versions above 2.2.9 work fine on my PC which has Windows 95.
>
> In the meantime, the encode/decode bug is making it hard for me to
do
> any testing and to continue to make a contribution to the
development
> of IAL.
>
> Anyway it looks like we may be forced to go back to an earlier
> version that worked properly. Leave the Comparison Mode as it
always
> has been (because it worked for IVAL images). Also keep the same
> labels and format used in the earlier version.
>
> So when did the Comparison mode last work properly? Do we all agree
> on the same version? Does the Compare option only work on IAL
images?
>
> Once we are satisfied that we have found an earlier version where
the
> compare option works properly we can use it as our foundation to
> build upon. Namely we can add Super LICs to this version and
evaluate
> the results. At this stage in the development of IAL a successful
> implementation of Super LICs is far more important than colored
> buttons or a modified Compare subroutine. If we can get LICs to

work
> right then the next step would be to Jazz up the IAL interface
window.
>
> The important key here is to add only one thing at a time to the
IAL
> program and evaluate it's performance. If too many modifications
are
> done at once we can burn a lot of time debugging a program rather
> than developing IAL and CS.
>
> 73
> Marc
> wa4ire

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124. Re: [Vari_IAL] When was the last version that the Compare Mode appears to work?

Yahoo group: sstv_plus
Date: 2001-10-25 12:19:53 UTC
From: Samuel Hunt
Topic: 112 Message: 124

----- Original Message -----
From: wa4ire@...
To: Vari_IAL@yahoogroups.com
Sent: Wednesday, October 24, 2001 8:30 PM
Subject: [Vari_IAL] When was the last version that the Compare Mode appears to work?

Hello,

Sounds like we have an interesting range of problems. I wonder when
was the last version of IAL that the Compare mode appears to work?

Here is a question for Sam. The Compare mode was originally designed
to work with IVAL images. Will it work properly for the IVALTV,
VARITV, CALVS and CALVSTV? are we using this mode properly?

It should work for all, but I'm going to check.

This mode should be set at any time (but NO settings should be changed while processing is occuring). When you click on the encode button, it should make NO difference.

When you click on decode, it should be just the right side of the image that has filters (such as speckle, tonal, etc) done to it. The left should just be de-interlaced, so you get a reasonable image, but without the advantage of CS, IAL or any of the filters (except widescreen and interlace)

At the moment I am experiencing the same problem with the Compare
option in version 2.3.0 when in the IVAL mode. It remains stuck in
the Comparison mode.

We may have to back up to the last version that the Compare mode
worked and ask the question what was changed in the code that would
affect the performance of the Compare mode. We simplified it. Lets go
back to the version of IAL where the Compare mode worked OK and start
over.

The compare mode should be easy to fix.

As you probably know I am experiencing an intermittent encode and
decode failure with all versions after v2.2.9 while using Windows ME.
Version 2.2.9 and all that went before work just fine. However, the
versions above 2.2.9 work fine on my PC which has Windows 95.

I can't see what I've changed. Could you please e-mail me the EXE file of the version that works (so I know which one), and I'll have a look at what changed.

It wasn't when I added caching by any chance, was it?

In the meantime, the encode/decode bug is making it hard for me to do any testing and to continue to make a contribution to the development of IAL.

Anyway it looks like we may be forced to go back to an earlier version that worked properly. Leave the Comparison Mode as it always has been (because it worked for IVAL images). Also keep the same labels and format used in the earlier version.

So when did the Comparison mode last work properly? Do we all agree on the same version? Does the Compare option only work on IAL images?

Once we are satisfied that we have found an earlier version where the compare option works properly we can use it as our foundation to build upon. Namely we can add Super LICs to this version and evaluate the results. At this stage in the development of IAL a successful implementation of Super LICs is far more important than colored buttons or a modified Compare subroutine. If we can get LICs to work right then the next step would be to Jazz up the IAL interface window.

The important key here is to add only one thing at a time to the IAL program and evaluate it's performance. If too many modifications are done at once we can burn a lot of time debugging a program rather than developing IAL and CS.

I'm going to go through the code very carefully in a moment, rewriting some of it. This should hopefully get things running better!

Sam

73
Marc
wa4ire

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125. Version 2.3.1

Yahoo group: sstv_plus
Date: 2001-10-25 14:47:28 UTC
From: Samuel Hunt
Topic: 125 Message: 125
Attachments: 1 described; binary payloads are missing from this source WARC

Attached is version 2.3.1 of IAL. It's internally almost completely different to the old one. All of the lines of code relating to encoding and decoding have been re-read by me, and I've made a lot of alterations. The image
cache (which speeds up the encoding and decoding. It's an internal store of the R, G and B split. It saves having to read&write to the screen and do an RGB split each time a pixel is read or written. It is far more efficient) is now fully utilized. I think you should all find that the program runs faster.

I've also rewritten the code relating to the comparison option, and this all seems to work fine. I've also made sure that CS works with the comparison mode, since it was not designed originally for it. So, you can use any mode in comparison.

It stores the window position on shutdown, so you can get it to start up in the same place each time (at Syl's request). To centre the window, right click on the grey between the icons and the menubar.

I've not yet done Ron's suggestion of making a store of the encoded image (but I am going to). The reason is that this may intefere with the code I've written, and I want to make sure this works before I change anything else. If too many settings are changed then we will get stuck.

On Marc's problem with partial encode and decodes, I've no idea what the problem is (sorry!), but since I've changed the graphics system, then it may just have disappeared by itself. If not, please let me know, since I've got a few ideas.

Sam

126. Widescreen quality in Scottie 1

Yahoo group: sstv_plus
Date: 2001-10-25 16:13:19 UTC
From: Samuel Hunt
Topic: 126 Message: 126

Here is an image which was transmitted in a simulator (SSB). This was transmitted in Scottie 1, through about a 30% noise level. It was transmitted in CALVSTV, and the LICs were decoded perfectly. I used tonal NR on the decoding because this sort of image is ideally suited to tonal NR (computer generated, many flat blocks of colour/hue).

The image is Eutelsat's map for the reception strength of one of their weaker satellites. The maps for their stronger satellites aren't so fancy (I guess they don't spend so much money on making them now. However, this was made in the early 80's).

I think that when a lot of high quality widescreen source material (I'm going to upload some to the group files area) is available, then we can appreciate the feature better. At the moment to get a widescreen image from a conventional SSTV image is going to reduce the quality in someway (if you cut off the top and bottom and stretch, then you're getting a lower resolution because it's stretched. If you stretch horizontally, you'll be getting distortions). I'm also going to upload the widescreen testcard for everyone to use.

Sam

127. New file uploaded to Vari_IAL

Yahoo group: sstv_plus
Date: 2001-10-25 23:11:43 UTC
From: Vari_IAL@yahoogroups.com
Topic: 62 Message: 127

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the Vari_IAL
group.

File : /Union Station.bmp
Uploaded by : malis@...
Description : WideScreen picture -Full resolution original

You can access this file at the URL

http://groups.yahoo.com/group/Vari_IAL/files/Union%20Station.bmp

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

malis@...

128. Wide Screen Picture

Yahoo group: sstv_plus
Date: 2001-10-25 23:14:33 UTC
From: Sylvan Malis
Topic: 128 Message: 128
Attachments: 2 described; binary payloads are missing from this source WARC

Hi All,

Here is the original of the picture I sent to Marc last night and it turned out to be a great shot for the wide screen aspect ratio (see Marc?s upload of the received picture earlier today). I will upload the full .bmp file, copied from the web, and when you download the file it will look like the picture below (full size.) Then load it into your MMSSTV Stock pictures (or directly into the TX window), using the ?Stretching? button before hitting the ?OK? button. When stored in the ?Stock? pictures file, it compresses the horizontal making it look squeezed but not to worry, this is the way it needs to be for wide screen. Or you can use the .bmp file attached to this e-mail and ?Save As? directly into your ?Stock? file in the MMSSTV program files and the picture will already be in the compressed mode.

When it decodes, it will decode into the original full aspect, wide screen of course. The difference between the two pictures is in the transfer to the MMSSTV program, there is compression and possibly some reduction from cropping, which you can see from the file size. 1675 KB for the web copy and 241KB for the MMSSTV copy.

If anyone would like to give me feedback on the transmitted difference in quality and resolution, I would be interested in knowing what, if any, difference there is. Be sure to note what TX mode was used, Scottie1, SC2 120, SC2 180.

And to Sam, thank you for including the windows repositioning feature.

Please note **** This upload is for everyone to be able to experiment with the Wide Screen feature. Please DO NOT upload your favorite picture. This will use up our allotted storage on the Yahoo Group site very quickly. If you have a favorite picture and it is on the web, just give the URL in a text posting or send it directly to the station?s e-mail address that you would like to receive it.

Enjoy,

Sylvan
K9SYL

Union Station - DC
Picture of Union Station Interior 1, 111 KB

129. Next IAL version

Yahoo group: sstv_plus
Date: 2001-10-26 20:47:02 UTC
From: Samuel Hunt
Topic: 129 Message: 129
Attachments: 1 described; binary payloads are missing from this source WARC

Attached is version 2.3.6

You will notice that the picture buttons have changed slightly. The bar below will say if they are turned on or off. Again, red is off, green is on. I am hoping that this change will have fixed Marc's problems, since it was when the buttons were created that his problems started. Also, I've changed the internal programming slightly, so it uses less memory which may also help Marc.

I've added Ron's suggestion of a cache. If you don't like how the image has encoded or decoded, right-click on the image and it will put the original back in the clipboard. To confirm that it's done this, it changes the displayed image to the one in the clipboard (the original).

This is about all that is changed. Please let me know if you experience any errors.

Sam

130. Re: [Vari_IAL] Next IAL version

Yahoo group: sstv_plus
Date: 2001-10-27 18:01:08 UTC
From: Samuel Hunt
Topic: 129 Message: 130
Attachments: 1 described; binary payloads are missing from this source WARC

And here's 2.3.7!

There are a few minor bugs in 2.3.6 that I've cured before you all find them!

Sam
----- Original Message -----
From: Samuel Hunt
To: Vari_IAL@yahoogroups.com
Sent: Friday, October 26, 2001 9:47 PM
Subject: [Vari_IAL] Next IAL version

Attached is version 2.3.6

You will notice that the picture buttons have changed slightly. The bar
below will say if they are turned on or off. Again, red is off, green is on.
I am hoping that this change will have fixed Marc's problems, since it was
when the buttons were created that his problems started. Also, I've changed
the internal programming slightly, so it uses less memory which may also
help Marc.

I've added Ron's suggestion of a cache. If you don't like how the image has
encoded or decoded, right-click on the image and it will put the original
back in the clipboard. To confirm that it's done this, it changes the
displayed image to the one in the clipboard (the original).

This is about all that is changed. Please let me know if you experience any
errors.

Sam

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131. Version 2.3.7

Yahoo group: sstv_plus
Date: 2001-10-28 15:06:23 UTC
From: kq4ft@mpinet.net
Topic: 131 Message: 131

Hello Sam,

I have been watching quietly your program and using it between two computers. It has been behaving considerably well thus far. However the last version is really a disaster. Many run time errors and far too many problems to comment on. Perhaps Marc will document them better than I. I really like the wide screen feature and that function alone would be a nice adjunct to any SSTV program.

Cheers John KQ4FT

132. Re: [Vari_IAL] Version 2.3.7

Yahoo group: sstv_plus
Date: 2001-10-28 16:55:33 UTC
From: Samuel Hunt
Topic: 131 Message: 132

----- Original Message -----
From: kq4ft@...
To: Vari_IAL@yahoogroups.com
Sent: Sunday, October 28, 2001 3:06 PM
Subject: [Vari_IAL] Version 2.3.7

Hello Sam,

I have been watching quietly your program and using it between two computers. It has been behaving considerably well thus far. However the last version is really a disaster. Many run time errors and far too many problems to comment on. Perhaps Marc will document them better than I. I really like the wide screen feature and that function alone would be a nice adjunct to any SSTV program.
I have the list from Marc, yes!

I have to confess that I was in a rush, and didn't get a chance to do my own little bug check that I normally do. Therefore, the program was compiled with a lot of bugs. However, I have done a lot of bug checking and I THINK I'm back on the right track.

I am glad to hear that you are getting consistent results. Marc has had problems with very inconsistent encodes and decodes, which I can't understand.

The widescreen feature is something which I actually had on the "back burner", but I'm going to make it a main feature of the program. It's something that I suggested to Mako a little while ago, but he didn't like it and thought it would have no appeal. However, it is turning out that this is one of the most liked features of the program. Everyone who tries it is liking it!

To fix the bugs, I have done a lot of changes, but if this doesn't work then I am prepared to totally rewrite the code. The errors are too unpredictable for my liking, so I am going to rewrite the program if my fix does not help.

Anyway, thanks for your message!

Sam

Cheers John KQ4FT

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133. Re: Version 2.3.7

Yahoo group: sstv_plus
Date: 2001-10-28 17:31:45 UTC
From: wa4ire@yahoo.com
Topic: 131 Message: 133

Hello John

I appreciate you taking the time to make this posting. This kind of input is exactly what we need at this stage in the development of SSTV+. Thanks for your interest and help John.

Both Sam and I would like to encourage everyone to give us as much information as possible pertaining to the performance of the SSTV+ program and what Windows Oerating System you are using with the program. This will allow Sam to focus on any bugs that may show up on one Windows platform and not another.

As each SSTV+ program version is released we would certainly appreciate feedback from all the members of the group pertaining to the stability of the program and what Windows Operating System they are using. Even if everything appears to be OK we would like to hear that so we can evaluate how well the program is working with various versions of Windows Operating Systems (Windows 95, 98, ME, NT, 2000).

We would also appreciate a description of the problem you have encountered and again please let us know what Windows Operating System you are using.

This information will be invaluable to Sam and bring us closer to the final release which is bug free and works with all the Windows Operating Systems.

73
Marc
wa4ire

--- In Vari_IAL@y..., kq4ft@m... wrote:
> Hello Sam,
>
> I have been watching quietly your program and using it between two
> computers. It has been behaving considerably well thus far. However
> the last version is really a disaster. Many run time errors and far
> too many problems to comment on. Perhaps Marc will document them
> better than I. I really like the wide screen feature and that
> function alone would be a nice adjunct to any SSTV program.
>
> Cheers John KQ4FT

134. Re: [Vari_IAL] Re: Version 2.3.7

Yahoo group: sstv_plus
Date: 2001-10-28 17:35:29 UTC
From: Samuel Hunt
Topic: 131 Message: 134

Just to update you all on the Saga of mysterious bugs:-

I've visited the website for VB, and I've found that there is a service pack available (SP 3, and I'm on 1). I'm currently downloading this, and I am hoping that many of the bugs will be fixed when this is installed. I am aware that Visual Basic has a particularly poor graphics engine, but I hope the service pack can help this.

When it's downloaded, I'll do a recompile and upload the EXE for you all to see what difference it's made!

Sam
----- Original Message -----
From: wa4ire@...
To: Vari_IAL@yahoogroups.com
Sent: Sunday, October 28, 2001 5:31 PM
Subject: [Vari_IAL] Re: Version 2.3.7

Hello John

I appreciate you taking the time to make this posting. This kind of input is exactly what we need at this stage in the development of SSTV+. Thanks for your interest and help John.

Both Sam and I would like to encourage everyone to give us as much information as possible pertaining to the performance of the SSTV+ program and what Windows Oerating System you are using with the program. This will allow Sam to focus on any bugs that may show up on one Windows platform and not another.

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We would also appreciate a description of the problem you have encountered and again please let us know what Windows Operating System you are using.

This information will be invaluable to Sam and bring us closer to the final release which is bug free and works with all the Windows Operating Systems.

73
Marc
wa4ire

--- In Vari_IAL@y..., kq4ft@m... wrote:
> Hello Sam,
>
> I have been watching quietly your program and using it between two
> computers. It has been behaving considerably well thus far. However
> the last version is really a disaster. Many run time errors and far
> too many problems to comment on. Perhaps Marc will document them
> better than I. I really like the wide screen feature and that
> function alone would be a nice adjunct to any SSTV program.
>
> Cheers John KQ4FT

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135. Summary of bug fixes in the service pack

Yahoo group: sstv_plus
Date: 2001-10-28 17:40:17 UTC
From: Samuel Hunt
Topic: 135 Message: 135

Here's what Service pack 2 fixed:-

Addresses problems with the development environment, the Printer object, the Internet Transfer control, and many of the other controls and libraries that ship with Visual Basic 5.0. This Service Pack also contains support for creating apartment-model, thread-safe ActiveX Controls and DLLs for use in IE 4.0, ActiveX DLLs and executables that show forms on multiple threads, and multithreaded components that use the UserConnection designer.

I think that this may be the fixes which I need. I'll see what joy it gives. I hope that this will fix all of these strange bugs that I can't put my finger on. I can't put these bugs down to anything other than VB or OS. The fact that the bugs only surface in ME and 98 is a strong indication of this also.

Sam

136. ver 2.3.9

Yahoo group: sstv_plus
Date: 2001-10-30 05:10:14 UTC
From: ww5wow@ionet.net
Topic: 136 Message: 136

Hello everyone:

Just joined the group after listening to a few fellows talking
about this vari_ial. Sounds very interesting.

My question is where do i download ver 2.3.9 which i understand
to be the latest version.

73
Larry WW5WOW

137. Re: [Vari_IAL] ver 2.3.9

Yahoo group: sstv_plus
Date: 2001-10-30 21:26:53 UTC
From: Samuel Hunt
Topic: 136 Message: 137
Attachments: 1 described; binary payloads are missing from this source WARC

----- Original Message -----
From: ww5wow@...
To: Vari_IAL@yahoogroups.com
Sent: Tuesday, October 30, 2001 5:10 AM
Subject: [Vari_IAL] ver 2.3.9

Hello everyone:

Just joined the group after listening to a few fellows talking
about this vari_ial. Sounds very interesting.

My question is where do i download ver 2.3.9 which i understand
to be the latest version.

We are having some quite major coding problems at the moment. However, attached is the very latest version. I am fairly confident that this will be fairly bug free. If it's not, then go to the messages area from the Yahoogroups website, and then read the past messages, and you'll find it attached somewhere.

Please let me know how the program works. Marc has had a few very wierd partial decoding errors, lots of people had "Runtime Error ..." errors. I think, however, that this one should work. If it doesn't, I'm baffled and I'm going to do a code rewrite!

Sam

73
Larry WW5WOW

Yahoo! Groups Sponsor
ADVERTISEMENT

To unsubscribe from this group, send an email to:
Vari_IAL-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

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138. Re: ver 2.3.11

Yahoo group: sstv_plus
Date: 2001-10-30 23:45:48 UTC
From: wa4ire@yahoo.com
Topic: 136 Message: 138

Hello,

I am pleased to announce that version 2.3.11 has solved the intermittent decode and encode failures I have experienced with SSTV+ since the graphical toolbar was introduced. Apparently Windows ME did not like something associated with the graphical tool bar employed in SSTV+. I also tested the comarison mode and it appears to be working fine.

WB0YDI and K9SYL are both evaluating version 2.3.11 on their Windows 98 and Windows 2000 Pro platforms and if they do not experience any intermittent encode or decode failures we can safely assume that the graphical toolbar is the culprit and Sam can fix the problem or go back to the check box system for the time being.

As far as we know only Windows ME/SSTV+ experienced this intermittent encode and decode failure.

73
Marc
wa4ire

--- In Vari_IAL@y..., "Samuel Hunt" <SamuelHunt@S...> wrote:
>
> ----- Original Message -----
> From: ww5wow@i...
> To: Vari_IAL@y...
> Sent: Tuesday, October 30, 2001 5:10 AM
> Subject: [Vari_IAL] ver 2.3.9
>
>
> Hello everyone:
>
> Just joined the group after listening to a few fellows talking
> about this vari_ial. Sounds very interesting.
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messages area from the Yahoogroups website, and then read the past
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>
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> Sam
>
>
> 73
> Larry WW5WOW
>
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>
> Yahoo! Groups Sponsor
> ADVERTISEMENT
>
>
>
>
> To unsubscribe from this group, send an email to:
> Vari_IAL-unsubscribe@y...
>
> Your moderators are Marc Guitard and Samuel Hunt
>
>
>
> Your use of Yahoo! Groups is subject to the Yahoo! Terms of Service.

139. Re: NET PICTURES

Yahoo group: sstv_plus
Date: 2001-10-31 18:40:38 UTC
From: Samuel Hunt
Topic: 139 Message: 139

Joel feels that SSTV+ will be accepted enthusiastically by QRP SSTV stations. Joel belongs to a QRP group which boasts a member ship of 2500 people and he as promised to give us a little publicity on their website. Thanks for your interest in SSTV+ Joel and your willingness to spread the word about SSTV+.
I had a feeling that Vari would interest the QRP people. It's increased resistance to noise means that it can be sent at lower powers.

It works! It works! It works! I performed 20 encode and decodes for each mode and no failures. As I suspected it looks like something associated with the graphical tool bar is causing the intermittent encode and decode failure I was experiencing.

It could be. I changed a LOT. However, there is too much time involved with putting the toolbar back, so I'm going to leave this out for the forseeable future and look to "profiles", much like those used in MMSSTV. I think that this would allow you to select your favourite options for each mode. For instance, you may use different settings for CALVS than IVAL.

I also tested the compare mode and it works on all modes as it should and I have included test pictures.

Good, good!

After a few more days experience with this version we will know how well it performs for all of us. Dave is using Windows 98. Syl is using Windows 2000 and I am using Windows ME.

I am about 95% confident that this is completely bug free. I am going to get this version completely bug free before I make any more improvements, and then one at a time!

If this version provides stable encodes and decodes for all of us I suggest that we keep the check boxes rather than the graphical tool bar and finish enhancing the SSTV+ program. Also we should keep in mind that Windows XP will be hitting the market soon.

I think that XP could cause even more problems! I would like to make this a little neater, so I may create a profiles system, as I said.

I am totally against reducing the performance capability of the program. Don't make anything automatic. My answer to these people is leave the RBGNR on all the time and leave the LD 64 all the time. Making the filters automatic will limit the performance of the program.

The R, G and B NR filters were designed (as you know) so that they can be left on "accidently", but for best preformance they should be off. I made these filters purposely cause only effects to things like speckles. For these filters, I'm sorry, but they are as automatic as possible.

As I said, the LD could be automatic, but my quick tests with this reveal that this is going to not give good image preformance. 64 should be a fairly reliable value. Personally, I never use the LD filter. I sometimes do, but it's rare. I guess I should really.

Leave it on something like 80 if you don't want it to accidently kick in. This should do the job well enough.

However, everyone wants to know what happened to the ID for each button.

Well, they weren't buttons in the last release, they were images. I was stuck for time, so didn't put them in. Sorry! It's not much of an issue now, but I may make a little tooltip appear to give you a little info on what the effect of each filter is, for the checkboxes.

Also WB0YDI and Syl both think that the Line Doubling Filter is not getting the job done. I will have to check this out.

I think it is, but it's a little different to the old algorithm (0-20). I personally think this is better, since it gives you the most control over it, since you've got the maximum number of stages).

Do we really need LICs now that we have LICs+? If we don't need it we should get rid of it as it is confusing people.

LIC+ means that it encodes 7 LICs, not 1 on the image. This means that the top lines are more corrupted.

LIC means that it reads the Y offset from the LICs. In poor conditions, this may make the image still look "TVed". Turning this off means it forces an offset of 0. This means that if the image was started on time, then the image will ALWAYS be deinterlaced correctly. However, if it was late started, then it will not decode correctly.

WA1RKA reports that he has experienced 2 CRC errors when he encoded and decoded (toggled) a picture in SSTV+. We may have some kind of bug causing this as I have decoded the call sign and mode in the HF simulator with 90 top 95% injected noise and static.

Odd. This may happen if he hasn't got his callsign programmed in. If he can produce an image which does this reliably, then could he please send it to me for investigation?

The tonal filter can be greatly enhanced if we make a slider for it to set the aggressiveness of this filter.

Yes, I can do this. I shall look into it. However, I didn't want to try it until I was certian I didn't need to do a total code rewrite.

If you can improve upon the Red and Blue NR filters which are now part of PR filter for CALVS and CALVSTV these modes have the potential to perform better than IVAL and IVALTV.

I could possibly. I'm going to think about this, and see what I can think up. I'm not promising anything, but I'm saying it's possible.

Thanks!

Sam

140. Re: NET PICTURES

Yahoo group: sstv_plus
Date: 2001-10-31 18:40:38 UTC
From: Samuel Hunt
Topic: 139 Message: 140

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Thanks!

Sam

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Yahoo group: sstv_plus
Date: 2001-10-31 18:40:38 UTC
From: Samuel Hunt
Topic: 139 Message: 141

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I could possibly. I'm going to think about this, and see what I can think up. I'm not promising anything, but I'm saying it's possible.

Thanks!

Sam

142. SSTV+ Ver 2.4.1

Yahoo group: sstv_plus
Date: 2001-11-01 14:22:38 UTC
From: Samuel Hunt
Topic: 142 Message: 142
Attachments: 1 described; binary payloads are missing from this source WARC

I've attached version 2.4.1. This features profiles, a tonal NR slider and a slightly different system for certified callsigns.

First, how to use the profiles:-

1:- Name all of the profiles. I suggest using names such as "IVAL", "IVALTV", "CALVS", etc. This means that all of the NR settings will be changed to the most appropriate for the selected mode. To name them, go to the "Profiles" menu and "Rename". It asks you for the name for each profile number, so it says "Profile 1 name?", and you enter the name you want to have for Profile 1 under the menu. Leaving it blank if you're not going to have that profile makes things easier to read (sometime I'll get around to hiding the blank ones even!)

2:- Now, select each profile, setting the settings you want for that profile.

All done!

The Tonal NR slider is the one next to "tonal NR". 5 is a reasonable value, but you may want it higher or lower. Try experimenting - I've no idea how it will work. Higher is less tolerant.

The certified callsigns have been done away with (I think that it's not really that much of an issue), and so all callsigns appear without the asterisk. The system, however, is still in place for when awards are going to start to be issued. With an award, you will get a special callsign which you enter and you get the hash on the end.

I've decided to make the version numbers make some sense. At the moment, there is no real logic to them. Here's my system:-

A version is defined as "stable" when no bugs (that we know of!) exist.

First number (major release, is currently 2). This will stay at 2 for the moment, until I do another major release. I'm planning to do this when the program is stable and has all the features we want.

Second number (minor release, is currently 4). This will go up every time a new feature is added. However, new features will not be added until the last minor release is stable.

Revision (last number, is currently 1). This will go up for every time I send a different version out. Hopefully 1 should be stable, but if it's found to be unstable, then I make an alteration and call this 2. Another alteration, 3, and so on. This keeps going until the release is stable. It will normally start at 0, but I did a little alteration, so had to

recompile.

The stable releases (when they are decided to be stable) will be placed in the files area. Also, a history of all of the releases will sit there, explaining the improvements. A stable release should really be used if you're just "using" the system, but if you want to help me develop the system, I would appreciate it if you could use the latest version (even though it may not have been deemed stable yet), so you can find out if it is stable. When nobody has complained about bugs, then I'll deem it stable, and then I can implement another feature or two.

I won't implement more than 1 feature normally. When I do, it is because I am confident that any bugs in one will create obviously different errors to bugs in the other. For instance, changing the caching system and the B NR at once (not that I'm planning to!) would not be done, since a bug in either is not obvious where it's coming from. However, the tonal NR and profiles are farily different, so if the settings are not sticking, then it's very unlikely that the tonal NR is doing this. Also, if the picture ends up green, then it's unlikely the profiles are causing this!

Sam

143. Good operator practice

Yahoo group: sstv_plus
Date: 2001-11-01 21:05:27 UTC
From: Samuel Hunt
Topic: 143 Message: 143

I am starting to create the new website, and I am getting to the awards section.

What sort of things do we agree are good operator practice? What are bad?

If anyone knows of any SSTV tutorials which they think are particularly good, then please let me know the web address.

My idea was to basically create a tutorial for SSTV, then set a little test based upon this data. The test would not be the infamous multiple choice type, but would more be the type whereby it asks you a question and you write a little to answer it. I think that this type of test is more testing, and it also serves to stop people from just creating an "answer sheet".

The reason for the awards is so that it makes sure that your transmissions are of the best possible quality, and so that beginners know who to look up to for advice. It would also increase the general knowledge about SSTV, so when a technical discussion comes up on a reflector then people should not feel intimidated.

It would also cover transmission at low power, and in crowded bands. For operation in crowded bands, it would give people understanding of bandpass filters, why they are needed and how to make best use of them.

Of course, it would cover SSTV+, making people aware of what it is, what it does, and why it is prefrable to the conventional way of transmitting. It would also make people aware of the advantages and disadvantages of things such as wider and narrower deviation, faster and slower transmission, colour differencing and RGB.

The main idea is so that someone who has never operated SSTV before and knows nothing about it, after reading the tutorial and passing the test, then they will be a competent SSTV operator with knowledge about how it works, how to transmit best and how to operate in a net and in a normal contact.

I would like everyone to contribute towards forming this tutorial. The reason is that I think that everyone's opinion is slightly different, and so is their view of the correct practice. Gathering as many different opinions and views on what is correct (both technically and operator-wise) will make the award most agreeable to all.

For the technical side of things, I was going to cover setting up a station - working out the maximum output level of your soundcard, and calibrating this with your rig, so you get the maximum output power without overdrive. Also, to work out what the average power is that you can transmit at, operating in both a net and normal contact and some technical knowledge

about sidebands, bandpassing, modes, etc.

So, does anyone know of any good SSTV tutorials? I know that there is a lot out there, and I would like to read them all, and then we all decide which points from each are most suitable.

Sam

144. Re: Pics via Australian Repeater

Yahoo group: sstv_plus
Date: 2001-11-01 20:45:05 UTC
From: Samuel Hunt
Topic: 144 Message: 144

Your comments are very welcomed Marc. I'm curious to know if you experience the same muti-path with VK's and ZL's where you are? These new modes can certainly "perk up" things for long haul DX! I wonder if Sam could develope an add-on mode that targets problems like polar flutter (common with JA's) and other ionospheric anamolies?

I would be interesteded in looking into this. What do these anamolies look like on SSTV images? It helps if I've an idea what the intereference is like, so I know what to try and countract. A few images showing each anamoly would be helpful. It wasn't very clear on these images - they were too noisy!

I examined these images, in particular the comparison image.

I used a 1,2,1 vertical filter on the IVALed image, to remove the data and leave just the noise. I then did an RGB split, and put this next to the red channel of the Scottie image:

This shows that the noise level for these two transmissions was about the same, as expected. The red channel of Vari is about the same power level as CSSTV. This is a good way to check that the test was done correctly, and the data from the test is reliable.

Now, here is the red channel of the comparison image. There is an impressive difference in favour of IVAL! I suspect that the text from the repeater was removed by the IAL process. This shows that the SSTV+ filters give an impressive advantage. Now, I wanted to know how these would preform on the Scottie image (so we can see just how much of an advantage it is to use these filters with Vari, where you have a good reference), so here it is:-

Bearing in mind that the average noise level was about the same, this shows that there is a significant advantage with using Vari for IVAL.. The Green channel being a good reference is what makes these filters so much better, and it shows!

Sam

145. Re: [Vari_IAL] Good operator practice

Yahoo group: sstv_plus
Date: 2001-11-02 21:30:41 UTC
From: KD6PT@aol.com
Topic: 143 Message: 145

I think that this is a tremendous idea. There are many of us nubeys who just dabble in SSTV without really knowingwhat they are doi;ng. I have followed this refelector since the beginnling and still understand very little. I, for one would be greatly interested.
John kd6 pt

146. Test1

Yahoo group: sstv_plus
Date: 2001-11-03 19:35:11 UTC
From: Samuel Hunt
Topic: 146 Message: 146

test1

INTERNAL TEST - PLEASE IGNORE

147. Test2

Yahoo group: sstv_plus
Date: 2001-11-03 19:40:29 UTC
From: Samuel Hunt
Topic: 147 Message: 147

There are a few internal tests going on. Please ignore them - sam

148. Re: Via SSTV+: Test2

Yahoo group: sstv_plus
Date: 2001-11-03 19:41:32 UTC
From: Samuel Hunt
Topic: 148 Message: 148

test3
----- Original Message -----
From: Samuel Hunt <SamuelHunt@...>
To: <Vari_IAL@yahoogroups.com>
Sent: s?bado 03 noviembre 2001 19:40
Subject: Via SSTV+: Test2

> There are a few internal tests going on. Please ignore them - sam
>
>
>
> To unsubscribe from this group, send an email to:
> Vari_IAL-unsubscribe@yahoogroups.com
>
> Your moderators are Marc Guitard and Samuel Hunt
>
>
>
> Your use of Yahoo! Groups is subject to http://docs.yahoo.com/info/terms/
>
>
>

149. Re: Via SSTV+: Test2

Yahoo group: sstv_plus
Date: 2001-11-03 19:43:12 UTC
From: Samuel Hunt
Topic: 148 Message: 149

```
test4
----- Original Message -----
From: Samuel Hunt <SamuelHunt@...>
To: <Vari_IAL@yahoogroups.com>
Sent: s?bado 03 noviembre 2001 19:41
Subject: Re: Via SSTV+: Test2

> test3
> ----- Original Message -----
> From: Samuel Hunt <SamuelHunt@...>
> To: <Vari_IAL@yahoogroups.com>
> Sent: s?bado 03 noviembre 2001 19:40
> Subject: Via SSTV+: Test2
>
>
> > There are a few internal tests going on. Please ignore them - sam
> >
> >
> >
> > To unsubscribe from this group, send an email to:
> > Vari_IAL-unsubscribe@yahoogroups.com
> >
> > Your moderators are Marc Guitard and Samuel Hunt
> >
> >
> >
> > Your use of Yahoo! Groups is subject to
http://docs.yahoo.com/info/terms/
> >
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>
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>
```

150. another test

Yahoo group: sstv_plus
Date: 2001-11-03 19:49:42 UTC
From: Samuel Hunt
Topic: 150 Message: 150

test

151. last test(hopefully)

Yahoo group: sstv_plus
Date: 2001-11-03 19:52:02 UTC
From: Samuel Hunt
Topic: 151 Message: 151

last test (hopefully!)

152. Change of name

Yahoo group: sstv_plus
Date: 2001-11-03 19:54:24 UTC
From: Samuel Hunt
Topic: 152 Message: 152

I've made an alteration to bring this group more inline with the SSTV+ name.

The Vari_IAL group no longer exists and is called SSTV+. Since + is a banned letter for use in an e-mail address, the e-mail address to send things to is:-

sstv_plus@yahoogroups.com

Sam

154. SSTV+ and Windows XP

Yahoo group: sstv_plus
Date: 2001-11-04 13:45:07 UTC
From: Samuel Hunt
Topic: 154 Message: 154

After Syl very kindly sent me a message, explaining how Windows XP may cause a lot of problems, I've done some research of my own.

My research confirms really what Syl says, but I've found some specific details. I do not think that most of the amateur radio software is going to run under XP without significant changes. This includes MMSSTV, Chromapix and Mscan. I do not think that SSTV+ will run either, but this may fare better since it is written in Visual Basic, so can be recompiled with VB XP (when released).

I feel that I should warn EVERYONE that I currently have no plans to convert SSTV+ to run with XP. Conversion will be time consuming, and it will probably cause a lot of incompatibility issues with any other OSes.

XP itself seems a stupid idea, with it's stupid licencing system. If Microsoft don't get their act together, then Linux will stand very strong. I am told that there is a Visual Basic compiler for Linux. If there is, then this means that SSTV+ can be ported out to Linux. Linux is far more stable than Windows ever will be. However, as a programmer, I have to use the most common platform. If I made all of my programs on the Commodore Pet, then no matter how good they were, then nobody would use them because they would be in an incompatible format. Same goes for Mac.

I know this announcement may disappoint some, but I feel that well established systems are better than stupid clapped together XP programs which look like a Mac, have a licencing system which makes it like Pay TV and is just a mess.

I would like to confirm, however, that I have checked this software, and it all works with Windows NT. I think I may go back to NT, since it seems much more stable than anything else!

Sam

155. Re: SSTV+ and Windows XP

Yahoo group: sstv_plus
Date: 2001-11-05 00:14:07 UTC
From: ronchap@worldnet.att.net
Topic: 154 Message: 155

Hi Sam,

You are getting back into your old habits again.
I think you are going to get yourself in trouble here by making such general statements.

We have tried both MMSSTV v 1.05 and Chromapix 1.5 with XP.
Both run fine using XP'S compatible mode.
I don't know anyone who has tried MSCAN under XP yet so don't really know if that works or not. But my guess is that it does work.

As far as Microsoft's new LICENSE agrrements. They have not changed that much since WFW 3.11.
When you agreed to the EULA in the past. You have always agreed to install and use a single licensed copy of MICROSOFT WINDOWS on one single computer. Not a single licensed copy on more then one computer. If you did you were breaking the EULA you agreed to by clicking on the the YES button after you read the agreement.

What Microsft is doing now is just inforcing the EULA to prevent " Casual Copying" I guess the free ride is over for lots of people. They can go to LINUX if they want. I think Linux (Mandrake V 8.1) is a great OS. I dual boot with it and there is a very nice SSTV program called QSSTV for Linux. You May remember also that in the early days of MMSSTV. I posted a question to Mako, "Will you ever create a Linux Version?" His answer was "no".

Again inforcement of the EULA prevents Casual Copying of the software. If you want to break the EULA like many people have in the past there are plenty of other ways to obtain and install illegal copies of XP.

I'm not much of a fan of Microsoft and not a fan of AOL at all. But both have the largest market share. I don't use AOL and I wish some of these programmers would start creating versions of their programs for Linux so I would not have to use MS Windows. But lets face it. Some of these programmers are in it for the money. I can't blame them for wanting to make a buck or two. I don't think they would want to create an open source version of their code for Linux. So right now we have to live with this.

Now to SSTV+. We have not tried it with XP. Because of the way it handles the Windows Registry. We don't want to break our new XP installs just yet.
Just a small suggestion here that may help things along is to. Use a ".INI" file to store everything. Instead of using the windows Registry. This may help it to run much better under XP or XP's compatible mode.

Well, These are just my thoughts.

"LONG LIVE LINUX"

73
Ron

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156. Re: (Via SSTV+ reflector) Re: SSTV+ and Windows XP

Yahoo group: sstv_plus
Date: 2001-11-05 00:51:51 UTC
From: John Higgins
Topic: 156 Message: 156

Bravo Ron,

I agree with you Completly in your statments, SSTV+, Chromapix, JVComm, MSCAN and MMSSTV run FB under XP. The only problems I have experienced are with hardware, EG BT848 capture cards don't work, and at this time, Soundblasters PCI128 sound card has problems with the native drivers in XP.

As for licensing, we have all, in the past some what agreed with it now we have to abide by it.

John KQ4FT

----- Original Message -----
From: <ronchap@...>
To: <sstv_plus@yahoogroups.com>
Sent: Sunday, November 04, 2001 7:14 PM
Subject: (Via SSTV+ reflector) Re: SSTV+ and Windows XP

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157. RE: (Via SSTV+ reflector) Re: SSTV+ and Windows XP

Yahoo group: sstv_plus
Date: 2001-11-05 02:44:17 UTC
From: Sylvan Malis
Topic: 156 Message: 157

Please guys,

This type of opinion I'm sure is good discussion in the proper place and time. But this forum is for the development of the technology. We got the IVAL subject off the MMSSTV group for the main reason that we could have good discussion for the advancement of the technology. There were also a small group of people that felt they knew more than anybody else and that their opinions were more important than anybody else's. They resorted to casting negative dispersions on people who disagreed with them.

When the opinions start casting innuendos instead of constructive comments, the whole process of development comes to a grinding stop. I for one stopped participating when the bickering got bad and then stopped even listening to the other forum. Please let us not let that happen here.

Sam is the developer of the program. We can give our observations, our suggestions, and support but the decision as to what he develops is entirely his. He is contributing all of his efforts without charge and therefore if he decides he doesn't feel like developing XP for whatever reason, we should respect that decision.

As an aside, I for one concur with Sam on the decision to wait on the development for XP. The professional IT people for the most part are not supporting XP for a variety of reasons, most of which have been discussed on other forums at length. The support for XP is mainly coming from the marketing and media people and the people that have the most at stake money wise.

So come on guys, lets pull together and support Sam for what he can and will give us. So far it has been a pretty good ride. We have gotten something that is far and ahead of anything else on the air for SSTV. Let's not ruin it now.

Thanks,
Sylvan
K9SYL

-----Original Message-----
From: John Higgins [mailto:kq4ft@...]
Sent: Sunday, November 04, 2001 6:52 PM
To: sstv_plus@yahoogroups.com
Subject: Re: (Via SSTV+ reflector) Re: SSTV+ and Windows XP

Bravo Ron,

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158. (Via SSTV+ reflector) Re: SSTV+ and Windows XP

Yahoo group: sstv_plus
Date: 2001-11-05 08:26:23 UTC
From: ronchap@worldnet.att.net
Topic: 156 Message: 158

Hi,

So this means we should let statements that we know that are wrong pass by. It sure looks like Sam was given the wrong info or left with the wrong impression that these programs would not run under Windows XP. When they do.

From the way Sam made these statements. It sounded to me that he never tested these programs himself to make sure they worked or not with XP, but got his info third hand and then passed it on here.

John states. SSTV+ does work in Windows XP. Wouldn't you think Sam would find this as good News since again he was passing info out that SSTV+ does not work. This means that more people will give it a try and help advance his program.

If this was not the proper place for this discussion. Why did Sam bring it up here?

When someone makes statements that programs including SSTV+ do not work under a "New" OS when in fact they do. This menas that less people will try the program and will also prevent the advancement of the technology.

Who is bickering? If you think I am. You need to go back and read my post again.

73
Ron

> Please guys,
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> time. But this forum is for the development of the technology. We got the
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> Thanks,
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> -----Original Message-----
> From: John Higgins [mailto:kq4ft@m...]
> Sent: Sunday, November 04, 2001 6:52 PM
> To: sstv_plus@y...
> Subject: Re: (Via SSTV+ reflector) Re: SSTV+ and Windows XP
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159. This may help. HOW TO: Use Windows Program Compatibility Mode

Yahoo group: sstv_plus
Date: 2001-11-05 10:57:11 UTC
From: ronchap@worldnet.att.net
Topic: 159 Message: 159

Hi,

One note about MMSSTV. Before I post the instuctions on how to use XP's Compatibility mode. Yes, I know this is not the MMSSTV forum. But I thought I would pass this along since I know for a fact that just about everyone here uses MMSSV. You may or may not have this problem.
If you exit MMSSTV and you want to run another program that requires the Serial RS232 port. The port may still be lockedd out. To fix this. You should turn off the MMSSTV TX PTT port "Exclusive Lock option" This is not a problem that is exclusive to XP" I've seen this problem with 98, SE, ME and XP. But for some reason people are blaming XP for this.

Now for the good stuff.

HOW TO: Use Windows Program Compatibility Mode

The information in this article applies to:

Microsoft Windows XP Home Edition
Microsoft Windows XP Professional

IN THIS TASK
SUMMARY
Using The Windows Application Compatibility Mode
REFERENCES

SUMMARY
This article describes how to use Windows Application Compatibility mode. This mode provides an environment for running programs that closely reflects the behavior of earlier Windows operating systems.

back to the top

Using The Windows Application Compatibility Mode
When you use Windows Application Compatibility mode, many of the most common issues that prohibit earlier versions of programs from working correctly are resolved. If you run a program and it does not function as expected, it is recommended that you run the program in one of the compatibility environments. To run programs in Windows Application Compatibility mode in Windows XP, follow these steps:
Right click on the link of the program that you want to fix.

Click on Properties.

Click on the Compatibility tab.

Click on Run this program in compatibility mode and select one of these:

Windows 95

Windows 98

Windows NT 4

Windows 2000

Under Display settings, check mark the mode that you think that is necessary for the program to work correctly:
Run in 256 colors.

Run in 640 X 480 screen resolution.

Disable visual themes.

Click on Apply.

Click on Ok.

Double click on the program.

NOTE: The Compatibility tab is only available for programs installed on your hard drive. Although you can run the Program Compatibility Wizard on programs or setup files on a CD-ROM or floppy disk, your changes will not remain in effect after you close the program. For more information about an option on the Compatibility tab, right-click the option and then click What's This.

back to the top

REFERENCES
For additional information about software that is compatible with Windows XP please visit the following Microsoft Web site:
http://www.microsoft.com/windows2000/server/howtobuy/upgrading/compat/default.asp

160. Re: (Via SSTV+ reflector) Re: SSTV+ and Windows XP

Yahoo group: sstv_plus
Date: 2001-11-05 11:22:29 UTC
From: John Higgins
Topic: 156 Message: 160

Sylvan,

Sorry OM but if you read Sam's original post and Ron and my reply carefully, Ron and I dont slam or knock Sam at all. What we did sendt is a rebutal about is his general attitude of the work of others. If you have followed Sam as have others you will see he has a tendancy to do this sort of thing. I have had many an email from Sam and I have always maintained that he is a clever and fore-thinking programmer, and has attempted many things that have brought out the ire of many an individual.

Again there was no intent of slaming, just pointing out some shortcomings.

John KQ4FT
----- Original Message -----
From: Sylvan Malis
To: sstv_plus@yahoogroups.com
Sent: Sunday, November 04, 2001 9:44 PM
Subject: RE: (Via SSTV+ reflector) Re: SSTV+ and Windows XP

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-----Original Message-----
From: John Higgins [mailto:kq4ft@...]
Sent: Sunday, November 04, 2001 6:52 PM
To: sstv_plus@yahoogroups.com
Subject: Re: (Via SSTV+ reflector) Re: SSTV+ and Windows XP

Bravo Ron,

I agree with you Completly in your statments, SSTV+, Chromapix, JVComm,
MSCAN and MMSSTV run FB under XP. The only problems I have experienced are
with hardware, EG BT848 capture cards don't work, and at this time,
Soundblasters PCI128 sound card has problems with the native drivers in XP.

As for licensing, we have all, in the past some what agreed with it now we
have to abide by it.

John KQ4FT

----- Original Message -----
From: <ronchap@...>
To: <sstv_plus@yahoogroups.com>
Sent: Sunday, November 04, 2001 7:14 PM
Subject: (Via SSTV+ reflector) Re: SSTV+ and Windows XP

>
> Hi Sam,
>
> You are getting back into your old habits again.
> I think you are going to get yourself in trouble here by making such
> general statements.
>
> We have tried both MMSSTV v 1.05 and Chromapix 1.5 with XP.
> Both run fine using XP'S compatible mode.
> I don't know anyone who has tried MSCAN under XP yet so don't really
> know if that works or not. But my guess is that it does work.
>
> As far as Microsoft's new LICENSE agrrements. They have not changed
> that much since WFW 3.11.
> When you agreed to the EULA in the past. You have always agreed to
> install and use a single licensed copy of MICROSOFT WINDOWS on one
> single computer. Not a single licensed copy on more then one
> computer. If you did you were breaking the EULA you agreed to by
> clicking on the the YES button after you read the agreement.
>
> What Microsft is doing now is just inforcing the EULA to prevent "
> Casual Copying" I guess the free ride is over for lots of people.
> They can go to LINUX if they want. I think Linux (Mandrake V 8.1) is

> a great OS. I dual boot with it and there is a very nice SSTV
> program called QSSTV for Linux. You May remember also that in the
> early days of MMSSTV. I posted a question to Mako, "Will you ever
> create a Linux Version?" His answer was "no".
>
> Again inforcement of the EULA prevents Casual Copying of the software.
> If you want to break the EULA like many people have in the past there
> are plenty of other ways to obtain and install illegal copies of XP.
>
> I'm not much of a fan of Microsoft and not a fan of AOL at all.
> But both have the largest market share. I don't use AOL and I wish
> some of these programmers would start creating versions of their
> programs for Linux so I would not have to use MS Windows. But lets
> face it. Some of these programmers are in it for the money. I
> can't blame them for wanting to make a buck or two. I don't think
> they would want to create an open source version of their code for
> Linux. So right now we have to live with this.
>
> Now to SSTV+. We have not tried it with XP. Because of the way it
> handles the Windows Registry. We don't want to break our new XP
> installs just yet.
> Just a small suggestion here that may help things along is to. Use
> a ".INI" file to store everything. Instead of using the windows
> Registry. This may help it to run much better under XP or XP's
> compatible mode.
>
> Well, These are just my thoughts.
>
> "LONG LIVE LINUX"
>
> 73
> Ron
>
> > My research confirms really what Syl says, but I've found some
> specific
> > details. I do not think that most of the amateur radio software is
> going to
> > run under XP without significant changes. This includes MMSSTV,
> Chromapix
> > and Mscan. I do not think that SSTV+ will run either, but this may
> fare
> > better since it is written in Visual Basic, so can be recompiled
> with VB XP
> > (when released).
> >
> >
>
>
>
>

> To unsubscribe from this group, send an email to:
> sstv_plus-unsubscribe@yahoogroups.com
>
> Your moderators are Marc Guitard and Samuel Hunt
>
>
>
> Your use of Yahoo! Groups is subject to http://docs.yahoo.com/info/terms/
>
>

To unsubscribe from this group, send an email to:
sstv_plus-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

Your use of Yahoo! Groups is subject to the Yahoo! Terms of Service.

To unsubscribe from this group, send an email to:
sstv_plus-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

Your use of Yahoo! Groups is subject to the Yahoo! Terms of Service.

161. Re: (Via SSTV+ reflector) Re: SSTV+ and Windows XP

Yahoo group: sstv_plus
Date: 2001-11-05 19:33:42 UTC
From: Samuel Hunt
Topic: 156 Message: 161

Hi all.

I am well aware that there are posts after this. I am also aware that I have removed parts of this message. I am replying to the parts which I think are important.
We have tried both MMSSTV v 1.05 and Chromapix 1.5 with XP.
Both run fine using XP'S compatible mode.
I don't know anyone who has tried MSCAN under XP yet so don't really know if that works or not. But my guess is that it does work.

I was not aware that there was a compatible mode. I was only aware that XP's native mode was very different, and that not much would run in native mode.

As far as Microsoft's new LICENSE agrrements. They have not changed that much since WFW 3.11.
When you agreed to the EULA in the past. You have always agreed to install and use a single licensed copy of MICROSOFT WINDOWS on one single computer. Not a single licensed copy on more then one computer. If you did you were breaking the EULA you agreed to by clicking on the the YES button after you read the agreement.

I guess that you're not aware that that is the North American Licence agreements.

Over here in Europe, things are different. This was how it stood for 95 and 98. However, things changed a little with 2000 and ME. They have changed a LOT with XP.

With XP, you buy your basic program for about £150-£200. This is about 4 times the price of 95 was at release time. Then, you get 1 phone call to technical support (premium rate, £1.50 a minute. This is extortion in itself!), then you pay £5 per call. Next, you only get 3 months of free updates (bug fixes, etc). If you want more, it's £50 per quarter. This, again is extortion.

Each country has it's own kernel (as it has for years), and it is bug checked to a different degree. I've found that the Spanish kernel is much better than the UK one (and I can understand Spanish), and that 95 Release 1 is the most stable, so I am running Spanish 95 Release 1. Hardly ever crashes, only when I do something REALLY stupid.

Oh yes, and you have to phone up to get an "activation code". This is free for the first time, then £5 for each time after. A lot of money if it doesn't install correctly!

Now to SSTV+. We have not tried it with XP. Because of the way it handles the Windows Registry. We don't want to break our new XP installs just yet.
Just a small suggestion here that may help things along is to. Use a ".INI" file to store everything. Instead of using the windows Registry. This may help it to run much better under XP or XP's compatible mode.

I could do this. But, NT handles INI files VERY strangely, and it would not work. I should have thought that the registry is of no problem, since it is the Microsoft VB runtime files which do the registry interfacing via APIs, not the program itself. I did this, since Microsoft should have thought of a way to make sure nothing nasty happens.

Sam

Well, These are just my thoughts.

"LONG LIVE LINUX"

73
Ron

> My research confirms really what Syl says, but I've found some
specific
> details. I do not think that most of the amateur radio software is
going to
> run under XP without significant changes. This includes MMSSTV,
Chromapix
> and Mscan. I do not think that SSTV+ will run either, but this may
fare
> better since it is written in Visual Basic, so can be recompiled
with VB XP
> (when released).
>
>

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Your moderators are Marc Guitard and Samuel Hunt

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163. See Photo Shop 7 folder under Files section "Extreme Noise Reduction"

Yahoo group: sstv_plus
Date: 2001-11-06 00:47:16 UTC
From: wa4ire@yahoo.com
Topic: 163 Message: 163

Hello,

I have been experimenting with the Salt and Pepper and the Fade Correction Filters in Photo Shop 7 in order to filter out what noise remains in a decoded IVALTV image after employing the SSTV+ filtering. The three pictures were received at or near the noise floor of the receiver.

I have included an example of the decoded IVALTV image prior to the use of any SSTV+ filtering. I also included an example of the decoded IVALTV image after employing SSTV+ filtering. Finally I included an example of the decoded IVALTV image with SSTV+ and Photo Shop 7 filtering employed. The results are quite amazing.

The Photo Shop filters did not peform all that well when they were the only filters used to clean the IVALTV pictures. However when the Photo Shop 7 filters were employed after the SSTV+ filters were used the results were outstanding.

73
Marc
wa4ire

164. SEE QRP SSTV+ FOLDER UNDER THE FILES SECTION

Yahoo group: sstv_plus
Date: 2001-11-06 03:50:02 UTC
From: wa4ire@yahoo.com
Topic: 164 Message: 164

Hello,

I have just added a new folder in the files section entitled QRP SSTV+. You will find three QRP pictures received from Joel, KE1LA by me on 20 meters posted in this folder.

The "Hunter" picture was received with substantial QRM. All the pictures were decoded with the SSTV+ filters only. All the pictures were transmitted at 5 watts except for the "Birds" picture. Joel, KE1LA started the "Birds" picture at 40 watts and he had reduced the output power to 10 watts by the middle of the pciture and where the noise appears at the feet fo the lower bird the power was at 2.5 watts and the end of the picture was transmitted at 5 watts.

Joel feels that IVALTV will become very popular with the QRP SSTV operators and after viewing these pictures I certainly agree.

73
Marc
wa4ire

165. SEE WIDE SCREEN FOLDER IN FILES SECTION

Yahoo group: sstv_plus
Date: 2001-11-06 07:31:41 UTC
From: wa4ire@yahoo.com
Topic: 165 Message: 165

Hello,

I created another folder entitled "Wide Screen" in the files section. I have posted a ws image received from K9SYL, Syl on 20 meters which he created using his digital camera. Syl used the Digital camera software to crop the top one third and the bottom one third of the image. The resulting image resolved beautifully for the SSTV+ WS viewer.

73
Marc
wa4ire

166. SSTV+ OPERATING INSTRUCTIONS FOR VERSION 2.4.1

Yahoo group: sstv_plus
Date: 2001-11-07 00:57:44 UTC
From: wa4ire@yahoo.com
Topic: 166 Message: 166

SSTV+ OPERATING INSTRUCTIONS FOR VERSION 2.4.1

INTRODUCTION

IVAL is an enhanced version of VariSSTV. IVAL is much more resistant to the effects of QRM, QRN and QSB than VariSSTV due to the IAL (Inverse Alternate Line) process. IVALTV is even more resistant to the effects of QRM, QRN and QSB than IVAL is due to the combination of IAL and FEC interlaced scanning. VARITV has been designed for maximum picture sharpness or clarity. However, this model is not as effective at minimizing the effects of QRM, QRN and QSB as IVALTV because only FEC interlace scanning is used. You would probably use VARITV more on VHF/UHF where the signals are usually more constant and less susceptible to QRM, QSB and QRN. However, You may use VARITV on all the HF bands when conditions are good. 10 and 15 meters may also be good bands to use VARITV conditions permitting.

CALVS and CALVSTV are the newest additions to the SSTV+ program and these modes do not use IAL but rather something called CS or Channel Swapping. CALVSTV is also using an FEC interlaced scanning format similar to IVALTV. CALVS is using a sequential scanning format like IVAL. CALVS and CALVSTV will normally generate a sharper image than IVAL or IVALTV but these modes offer slightly less noise immunity than the IAL based modes. However, I would encourage you to use these new modes on VHF/UHF or on HF when the band conditions permit.

Probably the most exciting addition to this version is the Wide View Screen option. You can now see those wide-angle panoramic pictures the way they were intended to be viewed. It looks like Hollywood's wide silver screen has come to SSTV. Everyone who has tried it so far loves this new feature. To activate this feature simply select the box entitled "Widescreen".

The SSTV+ program was designed to be used with MMSSTV versions 1.02 and above in conjunction with the Windows Operating System (95, 98, ME, NT, 2000) "Clipboard Viewer" program. The SSTV+ program's interaction with the Clipboard Viewer is done automatically and in the background. However, you can open up the Windows Clipboard Viewer Program and observe the process if you wish. If you are not sure where this program is in Windows simply do a search using the word "clipboard" or "clipboard viewer".

Before we get into the decoding and encoding procedures I would like to point out how important it is to perform an accurate receive and transmit slant adjustment in the MMSSTV program. Due to the fact that IVALTV and VARITV employ an interlaced scanning format attention

should be paid to the MMSSTV receive and transmit slant adjustments.

If the MMSSTV receive slant adjustment is off then the Transmit Slant Adjustment will be incorrect and these errors will affect the quality of IVALTV, CALVSTV and VARITV images.

SLANT ERROR ADJUSTMENT

Here is a brief description on how to perform an accurate receive and transmit MMSSTV slant adjustment. Open the MMSSTV Sync window and place the mouse pointer over this window and right click once. A drop sown box will appear. Select "Accuracy of initial Sync" and set this value to "Highest".

1.Go to Options in the MMSSTV program and select "Setup MMSSTV".

2.Go to the MISC tab and in the lower left corner you will see the receive and transmit sound card clock adjustment windows.
Select "ADJ" to perform the receive slant adjustment.

3. The WWV calibration window will appear.

4. Tune in a WWV station at 10 or 15 Mhz. Set your receiver for AM reception and turn off the receiver AGC. Now adjust your RF gain to eliminate any audio distortion that may be present. Adjust the audio gain of the receiver for the correct level.

5. You will notice a dotted green line at the right side of the WWV calibration window. This is a reference line, which will aid you in making the adjustment. You should also notice a white vertical line appearing on the WWV calibration window. Place your mouse at the bottom of this white vertical line on the left edge of the line and right click once. The green dotted vertical reference line will now superimpose itself on the left edge of the white vertical line. This is your reference line over time.

6. Next place the mouse pointer on the bottom of the green vertical line and left click once. A + will appear over the green dotted reference line.

7. Next place the mouse pointer on the top of the green vertical line and wait. How long should you wait? The longer the white vertical line the more accurate the slant adjustment. The quality of sound cards vary widely. I have a Sound Blaster Live sound card and I found that I had to let the WWV calibration program run for about an hour before I noticed that the deviation between the green vertical reference line and the calibration line between the two +'s ceased to increase. When this point was reached I made sure that the top + was centered on the left edge of the white vertical line and I left clicked the mouse once. Once this is done the slant adjustment is displayed and should be accepted.

As the white vertical line progresses keep the line you created previously with the left click of the mouse and which has a + at either end superimposed on the top left edge of the developing white vertical line, and compare the deviation between this line and the green dotted vertical reference line periodically. Eventually you will reach a point in time when the space between thee two lines ceases to increase. When this point is reached you are ready to left click the mouse and accept the slant adjustment. Again it is important to stress how important it is to let this WWV slant adjustment program run for a long time before you make the final adjustment just to be on the safe side.

8. Once the MMSSTV receive slant adjustment is completed the WWV calibration window will close. Next we must perform the MMSSTV transmit adjustment.

9. To perform the MMSSTV slant adjustment go to Options then to Setup MMSSTV. Go to the TX tab and under the "Loop Back" option select "External Full Duplex. Next select the RX tab and select "RAM" under "Receive Buffer". This selection will enable the "High Accuracy Slant Adjustment" or smiley face in the MMSSTV Sync window.

10. Use an audio patch cable and insert one end into the sound card's audio input and the other end of the cable into audio output of the sound card.

11. Next go to MMSSTV Options and select Soundcard Input Level and select the correct the audio level control and adjust the audio input level to a nominal value.

12. Now load a picture into the Transmit Window and transmit a picture in the Martin1 mode.

13. The picture that appears in your transmit window should appear in the MMSSTV receive window and in the Sync window.

14. Once the picture has been received go to the MMSSTV Sync window. The smiley face at the bottom of the window should now be yellow. Select the smiley face and the MMSSTV program will automatically compute the slant error after a full frame has been received.

15. At the end of the receive slant error computation process the TX button on the bottom right of the MMSSTV Sync window should be active (not grayed out). Select the TX button and MMSSTV will correct your Transmit slant adjustment automatically for you. Don't select MEM because this will change your receive slant value to an incorrect value. You should only have to select the TX button once to make an accurate transmit slant adjustment. Of course everything rests upon the accuracy of your initial receive slant error adjustment.

Once you successfully perform the MMSSTV receive and transmit slant error adjustments you will notice that the slant error adjustment of

other SSTV stations will probably deviate a bit from each other's setting as well as your own. You can compensate for these minor deviations which could affect the quality of the IVALTV, CALVSTV and VARITV images by using the smiley face in the MMSSTV Sync window to correct the slant error on each received picture. Once you select the smiley face MMSSTV will correct the slant error for that picture. Don't select MEM in the Sync window as this will mess up your RX slant adjustment. Don't select TX in the Sync window as this will mess up your transmit slant adjustment. Now you can start the IAL program decoding process. After you have finished decoding the received picture place your mouse pointer on the Sync window and right click once and a drop down box will appear. Now select "Return to the settings Sampling Frequency". This will restore your receive slant to the correct value your WWV calibration adjustment calculated and you are ready to receive the next picture. However, You don't strictly have to perform this last action as the temporary smiley face slant error correction is automatically discarded by MMSSTV once a new picture is received or after you close the program.

If you don't pay attention to the slant error issue you may notice that some of the IVALTV, CALVSTV and VARITV images you receive may exhibit a bit of horizontal tearing. This is especially noticeable in a picture, which contains one or more straight vertical components such as a flag pole. The flagpole may show a bit of waviness rather than being straight if the slant error is significantly off between you and the other station.

If MMSSTV users follow the procedure outlined above everyone would be on the same page as far as the slant error adjustments are concerned. If people would pay closer attention to the accuracy of their initial receive slant error adjustment spot adjustments with the smiley face would not have to be made as frequently.

However, you will notice that the smiley face slant error adjustment will vary a bit between different pictures when using the Loop Back option. You will notice that the same picture sent via the Loop back option using different modes such as Scottie1 or Martin1 may also have slightly different smiley face slant error calculations. Also under real world conditions periodic loss of sync and multi-path issues can increase the slant error of a received picture. The use of the smiley face in the MMSSTV Sync window is especially helpful in such cases. Especially if you are receiving an IVALTV, CALVSTV or VARITV image.

If you are performing the MMSSTV receive slant error adjustment for the first time using the WWV calibration tool you may want to let the vertical white line run for a half page and conclude the adjustment at this point just to get the white vertical line reasonably straight. Next initiate the Receive WWV slant error adjustment process one more time and let it run for an hour just to be on the safe side before accepting the final slant error correction

computation.

The IAL (Inverse Alternate Line) and CS (Channel Swapping) SSTV+ modes.

Here are Sam Hunt's definition of the SSTV+ modes.
Vari :- The original VARISSTV mode. No IAL or CS.
VariTV:- Vari and FEC interlaced scanning.
CALVS:- Vari with CS (Colour alternate line Vari swap. It's easy to pronounce, though. Try Calves, like baby cows).
CALVSTV:- Vari with CS and FEC interlaced scanning.
IVAL:- Vari with IAL.
IVALTV:- Vari with IAL and FEC interlaced scanning.

Here are some comments from Sam Hunt.

I tried CS and IAL together, but they interfere and make a big mess (worst of both - low Y resolution, low noise immunity, low OCI/CCI immunity). I think you may find that CS is EXCELLENT at avoiding yellow shift!

HOW TO ENCODE AN IVAL, IVALTV, VARITV, CALVS OR CALVSTV PICTURE.

1. Open MMSSTV and SSTV+ (IAL.EXE)

2. You can open Windows Clipboard Viewer at this point but this is not necessary (clipbrd.exe for Windows ME).

3. Load the desired picture from your files to the Transmit window of MMSSTV (Load from File).

4. Place the mouse pointer over the transmit window of MMSSTV and right click the mouse once and a drop down box will appear. Choose Copy.

5. The picture in the transmit window of MMSSTV will now appear in the Clipboard Viewer whether or not this program is opened.

6. Now you are ready to Encode the picture into one of the following modes. IVAL, IVALTV , VARITV, CALVS or CALVSTV.

At this point you should decide if you want to use LICs. The primary benefit of using LICs is that it will allow someone who has just tuned onto your frequency after you have started to send your IVALTV or CALVSTV picture to receive a reasonable image when as much as one fourth of the top of the picture is missing due to a late start. Please note that LICs is only active when you select the interlaced modes such as IVALTV and CALVSTV. You can leave the LICs+ box activated all the time without adversely affecting the other non-interlaced modes.

7. Now select the encode button and the picture will be encoded in the proper format in the IAL program picture window.

8. Place the mouse pointer over the MMSSTV Transmit window and right click once. A drop down box should appear. Select "paste". The encoded image should now appear in the MMSSTV transmit window.

9. Select any of the following MMSSTV modes: Scottie1, Scottie2, Scottie DX, Martin1, Martin2, SC2-120 or SC2-180.

10. Select the TX button in MMSSTV.

HOW TO DECODE AN IVAL, IVALTV, VARITV, CALVS OR CALVSTV PICTURE.

1. Place the mouse pointer over the MMSSTV receive window and right click once. A drop down box will appear. Select "copy" and the encoded image will be transferred into the clipboard viewer. The encoded image can also be transferred from the MMSSTV History window in the same manner.

2. In the SSTV+ program select "decode" and the encoded image you received will be decoded. Of course the transmitting station will have to tell you If he sent a IVAL, IVALTV, VARITV, CALVS or CALVSTV encoded image. However, after you gain a bit of experience you will be able to easily tell the difference between an encoded IVAL, IVALTV, VARITV, CALVS or CALVSTV image.

Also, thanks to LICs after you have copied the received image to the Windows Clip Board viewer you can place your mouse pointer over the image viewer of the SSTV+ program and simply left click the mouse once and the image stored in the Windows Clip Board viewer will appear in the image viewer of the SSTV+ program. Also the station's call sign and the mode that station selected will be displayed on the gray area of the SSTV+ window. Now you can encode the image.

If you have the "Comparison" checkbox selected in the SSTV+ program you can decode an encoded image, which will only shows the right side of the picture to be processed and protected by IAL or CS. This feature allows you to compare the effectiveness of the IAL or CS protection for the SSTV+ mode you have selected. If you don't want to use this feature simply make sure that the Comparison Mode checkbox are not selected during the decoding process. When you have selected the Comparison mode the decoded picture will show how the right side of the image was protected by IAL or CS and the left side of the picture will be decoded without IAL or CS protection. This will allow you can compare how effective IAL or CS is in eliminating noise from the picture. IAL (Inverse Alternate Line) is active for the IVAL and IVALTV modes. CS (Channel Swapping) is active for the CALVS and CALVSTV modes.

HOW TO USE THE FILTERS.

The following is a brief description of how to use the NR filters. The NR filters are very effective at cleaning up what remains of any noise lines or colored speckles that appear on the picture after the IAL or CS process has finished. The Blue, Red and Green NR Filters

along with the Yellow Shift and Blue Shift Filters will not reduce the sharpness of the picture when they are employed. You can prove this to yourself by encoding and immediately decoding a picture with all of these filters checked.

THE POST RECEPTION FILTERS (PR)

The IAL and CS based modes use their own unique Post Reception Filter. There is only one checkbox for the PR Filter. SSTV+ will automatically activate the correct PR Filter for the mode you have chosen.

The PR filter used for IVAL, IVALTV and VARITV should be used whenever noise is observed in the decoded image. You will find that this filter is very effective at reducing noise and in effect improves the signal to noise ratio by 3 DB when it is activated when noise is present in the image. However, you will find that there is a slight reduction in the vertical resolution of the decoded image when this filter is turned on. However, the reduction in noise balances this slight loss of vertical resolution in the decoded image. If noise is not present in the image the PR Filter can be turned off. This will improve the vertical resolution of the image. However, a limited number of background colors in the image may make the scan lines stand out and you will have to engage the PR Filter to hide them if you find them objectionable. You will find that this will be the exception rather than the rule.

Normally the CS Post Reception Filter should be used to eliminate blue and red noise lines or blue and red colored noise speckles from CS images. The Post Reception Filter for the CS modes consists of a special Blue and Red NR Filter. As a result it is not recommended that you use the standard Blue and Red NR filters when decoding a CS image when the Post Reception Filter is used. However, I have noticed that I have obtained excellent noise reduction results under certain conditions by using the standard Blue and Red NR Filters rather than the CS Post Reception Filter. Not using the CS Post Reception filter also improves the vertical resolution of the CS image. Of course the Green NR Filter can be used with or without the CS Post Reception Filter to remove green noise speckles or lines from the image.

B (BLUE) NR (NOISE REDUCTION) FILTER

This filter should be left on all the time when you decode an IVAL, IVALTV or VARITV image. Normally it should be left off when decoding a CALVS or CALVSTV image. This filter is very effective at removing blue speckles or blue lines from the image. However, for pictures received in the noise level of the receiver under very poor conditions you may experience some blue splotches in IVAL, IVALTV and VARITV generated images. In such a case you will probably get better results by also using the Blue Shift Filter along with the Blue NR Filter. Also If you still have a few blue speckles or lines left in IVAL, IVALTV and VARITV generated images after using the Blue NR

filter try using the Blue Shift NR Filter in conjunction with the Blue NR Filter.

R (RED) NR (NOISE REDUCITON) Filter

This filter has been modified and can be left on all the time when decoding IVAL, IVALTV or VARITV pictures. Normally it should be left off when decoding CALVS and CALVSTV pictures. This filter is very effective at removing Red speckles or Red lines from the image.

G (GREEN) NR (NOISE REDUCTION) Filter

This filter has also been modified and can be left on all the time when decoding IVAL, IVALTV, VARITV, CALVS or CALVSTV images. This filter is very effective at removing Green speckles or Green lines from the image.

LINE DOUBLING FILTER

The LD Filter can be used for IVAL, IVALTV, VARITV, CALVS and CALVSTV. This filter is the same as the old Green NR Filter. The old Green NR Filter is now called the "Line Doubling" Filter. This filter is very effective at eliminating QRM bursts. You will notice that the slider bar sets the aggressiveness of the "Line Doubling" Filter. A value of 1 is the most aggressive setting while 320 is the least aggressive setting for this filter. The more aggressive the setting of this filter the more aggressively this filter will remove the noise lines caused by QRM bursts. You will find that if the slider is set to too high of a value some distortion (usually in the form of a shimmer) can be induced into the picture. The rule of thumb here is to reduce the aggressiveness of the Line Doubling Filter when this distortion is observed in the decoded picture.

I would suggest that you use the Line Doubling Filter with the Green NR filter activated for the best results. I have found that you can achieve more aggressive Line Doubling Filter settings before distortion is induced into the picture when these filters are used together. This generally means that the Line Doubling Filter will perform better under such conditions.

The Line Doubling Filter can provide some fantastic results when it comes too removing noise lines caused by QRM bursts. However, in its present form this filter can affect text highlighting if the aggressiveness of the filter is set below 78. For example, if you use the stock MMSSTV CQ template your call will appear in blue with white highlighting. When the Line Doubling Filter is set to a value below 78 the white highlighting above your call will disappear. The fix is simple. Use a font such as Comic Sans MS. The Green filter has a tendency to eliminate straight white lines as the aggressiveness of the filter is increased. The Comic Sans MS font and others like it will work quite well even when the Green filter set to it's most aggressive setting 1. A little experimentation will show which fonts

can be used with success.

While we are on the subject of font size try and avoid using any font size less than 18 because the NR filters may make such tiny text hard to read. If you have to use such tiny text try to avoid blue, red, green and yellow text as the NR filters may degrade the text. Once the font size is 18 or greater you will not have to worry about this issue.

YELLOW SHIFT, BLUE SHIFT AND TONAL NR FILTERS

These filters can be used for IVAL, IVALTV, VARITV, CALVS and CALVSTV. However, CALVS and CALVSTV generated images are less susceptible to yellow streaking or splotches when the signal to noise ratio is poor. As a result you wont use the Yellow Shift and Tonal Filters that often with the CS based modes.

It has been observed that certain light colored backgrounds in IVAL. IVALTV and VARITV generated images (such as white, pale blue or pale pink) have a tendency to exhibit yellow streaks or splotches along the axis of the noise lines. These Yellow streaks and splotches normally occur as a result of a deep fade or a poor signal to noise ratio (very weak signal). The Yellow Shift Filter used in conjunction with the Tonal NR Filter will eliminate or at least greatly minimize any yellow streaks or splotches, which may appear on the picture. You probably won't use this filter combination all that often unless you receive a lot of polar bear or winter scene pictures that are received under very poor band conditions. The Tonal Filter can be used in conjunction with the Yellow Shift Filter for severe cases of yellow streaking or splotches. You will find that the Tonal Filter is a very aggressive filter and it is very effective at removing any yellow streaks or splotches that make it through the IAL process.

The Tonal Filter also has a slider, which is used to adjust the aggressiveness of the filter. As the value is increased the aggressiveness of the filter is increased. A Tonal Filter value of 5 is a good place to start for most pictures.

The Blue Shift Filter has been designed to eliminate or minimize large blue splotches in IVAL, IVALTV and VARITV which may occur when the signal to noise ratio is very poor (pictures which have been received in or near the receiver noise floor). So you won't be using this filter all that much. However, if a few blue speckles make it through the Blue NR Filter try activating the Blue Shift Filter too (activate both filters). The only thing that one should be aware of when using the Blue Shift filter is that it can wash out very dark blue colors.

By the way it is unlikely that you will have to use the Yellow or Blue Shift Filters when decoding CALVS or CALVSTV images as the CS modes are less likely to show yellow or blue streaks or splotches then the IAL modes when the signal to noise ratio is poor.

After a bit of experimentation you will feel more comfortable with the use of the NR filters. If you don't like the filter results simply reinitiate the decoding process with the new NR filter selection(s). Don't forget to recopy the received picture from the MMSSTV Receive or History window back into the Windows Clip Board Viewer again before decoding the picture again.

If you don't like how the image has decoded, right-click on the image viewer area in SSTV+ and it will put the original encoded image which is stored in the windows Clip Board Viewer back into the image viewer of SSTV+. Now you can choose another filter selection and decode the picture again. This process can be repeated as many times as you want and will speed up the decoding process if you want to fine tune the filter settings for the best possible picture.

Once you have loaded a picture into the Transmit window of MMSSTV you can transfer it to the image viewer of SSTV+ by placing the mouse pointer over the image viewer area of SSTV+ and left clicking the mouse once. This action will transfer the image stored in the Transmit window of MMSSTV into SSTV+. Once this is done you can now encode the picture.

THE USE OF THE NR FILTERS WITH CALVS AND CALVSTV

Normally the Post Reception Filter should be used to eliminate blue and red noise lines or blue and red colored noise speckles from CS images. The Post Reception Filter for the CS modes consists of a special Blue and Red NR Filter. As a result it is not recommended that you use the standard Blue and Red NR filters when decoding a CS image when the Post Reception Filter is used. However, I have noticed that I have obtained excellent noise reduction results under certain conditions by using the standard Blue and Red NR Filters rather than the CS Post Reception Filter. Not using the CS Post Reception filter also improves the vertical resolution of the CS image. SSTV+ automatically selects the correct Post Reception Filter for the IAL and CS based modes when this option is selected in SSTV+. Of course the Green NR Filter can be used with or without the CS Post Reception Filter to remove green noise speckles or lines from the image.

The Yellow Shift, Blue Shift and Tonal filters will still be used in the same manner as with IVAL, IVALTV and VARITV. However, you will find that CALVS and CALVSTV are less susceptible to yellow streaking, or splotches and blue splotches when the signal to noise ratio is poor and you will not have to use the Yellow Shift, Blue Shift and Tonal Filters as much for these modes.

Here are some comments from Sam Hunt about the filters.

For CALVS and CALVSTV the Post Reception Filter should be used to minimize any noise speckles that may exist in the picture. However, the use of the CS Post Reception Filter can slightly reduce the vertical resolution in these channels, and isn't so needed as the IAL post-reception filter, so it's optional), but it also has poorer

OCI/CCI rejection. It does, however, have a better S:N. Try it and see what you think (SSTV+ knows what Post Reception filter to activate for each SSTV+ mode so don't be concerned about the single check box for this filter. If you select IVAL, IVALTV or VARITV the program will automatically select the IAL Post Reception filter. If you select CALVS or CALVSTV the program will automatically select the CS or Channel Swapping Post Filter).

The G NR filter is no longer called the G NR filter. It's called "line doubling", since this is what it does. Also, the slider works differently. About 64 is the same as setting 4 before. 5: The R NR filter is now much improved, so it's much "safer". There is also a "G NR" filter which is suitable for use on CSSTV images, or to remove the sparse green speckles. It's like the R and B NR filters, but for the G channel. When all three (and nothing else) are on, it's great for CSSTV images.

I hope that some of these prove useful. I think that having the R, G and B NR filters on and nothing else, then decoding a CSSTV image cleans it up quite a bit. This could prove a useful thing to prove the power of the IAL filters. I ought really to change the name of the program, since it's not just IAL now.

OTHER FILTERS

Here is a comment from Jane Wack a SWL that is worth noting. " I have found that Paint Shop Pro 7's "edge preserving smooth" filter works wonders on the images after they have been processed by SSTV+. The result is a super quality picture."

I have found that Paint Shop Pro 7 has two very powerful filters, which are very effective at removing whatever noise remains after employing the SSTV+ NR, Shift and LD filters. These filters are the "SALT AND PEPPER" and "FADE CORRECTION" FILTERS. These filters have consistently removed virtually all the noise from SSTV+ images received in the noise floor of the receiver. The Salt and Pepper Filter is the one you will use all the time and the Fade Correction Filter will be used only if you have to restore a bit of color saturation. You should use the Paint Shop Pro 7 filters after cleaning up the picture with the SSTV+ filters for the best results. If you completely rely on the Paint Shop Pro 7 filters to clean up the pictures the results will normally be poor and not worth the effort. You will be amazed at how well the PSP7 filters work. QRP SSTV+ operators should definitely check these filters out.

HOW TO CLEAR THE SETTINGS OF THE SSTV+ PROGRAM IN THE WINDOWS 95, 98, ME and 2000 PRO REGISTRY.

Here are instructions from Sam Hunt on how to clear all of the settings of the SSTV+ program before installing a new version of SSTV+. This procedure should only be followed if you are experiencing a problem with SSTV+. If you experience a problem simply perform this

procedure and reopen the desired version of SSTV+. The likelihood that you will have to perform this procedure at this stage in the development of SSTV+ is highly unlikely. But rest assured you can't hurt anything on your PC if you perform this procedure.:-

1:- Run Regedit.EXE (Go to start, run, type "Regedit.exe" and run it)
2:- Go to "HKEY_USERS"
3:- Go to ".DEFAULT"
4:- Go to "Software"
5:- Go to "VB and VBA Program Settings"
6:- Go to "IAL"
7:- Right click on the "IAL" and go to delete. Say yes, that you do want to delete it.
8:- Close regedit.

THE WIDE SCREEN OPTION

Here are some comments from Sam Hunt.

If you've got a scanner or digital camera, then take a few pictures. I think that the aspect ratio is also about the same as the panoramic setting on APS film.

I think that when a lot of high quality wide screen source material (I'm going to upload some to the group files area) is available, then we can appreciate the feature better. At the moment to get a wide screen image from a conventional SSTV image is going to reduce the quality in someway (if you cut off the top and bottom and stretch, then you're getting a lower resolution because it's stretched. If you stretch horizontally, you'll be getting distortions). I'm also going to upload the wide screen test card for everyone to use.

This wide screen ratio is about the same as Cinemascope (it's 2.5:1, and Cinemascope is 2.55:1), so you can get screen grabs from cinemascope films. It's also technically very preferred.

If you've not got wide screen images, then you may just be seeing this fairly impressive looking wide screen black screen, but not actually seeing any real wide screen images! If you've not got any images to try with it, then I'll certainly upload some. Seeing the image in wide screen is very impressive, and will probably convert you instantly. This is a particularly wide wide screen, and is really impressive when you see it! One source for an image may be your rig. Many UHF and VHF mobile (like for a car, but some use them as a base) rigs are about the same as the aspect ratio (or a little wider). A digital photo of one of these really looks quite good. If you've got a digital camera, here are some instructions how I would recommend you go about making a wide screen image:-

1: Put the camera in 640x480 resolution (most do this. If not, get it in something higher than this. If you can't then you won't do it very well). Do not be tricked into the trap of selecting something higher

than 640x480 just because your camera supports it - you can get a liaising, reducing the quality.

2: When you take your photo, imagine having the top and bottom cut off. If you're feeling brave, get some insulating/masking tape (if it's not a TTL viewfinder) and put it over the front of the viewfinder to make it the correct aspect ratio, so you can get your image just right.

3: When you've got it in your computer (hopefully you've used highest quality image, or uncompressed if available (FlashPix is better than JPEG if you can do this) so you get the best quality image), crop the image to 640x256 (or in Paint Shop, use the "canvas size" tool under "Image" and "center vertical"). You've now got your wide screen image, in very high quality. If you've got Paint Shop Pro 7, then use the "automatic contrast enhancement" then "automatic saturation enhancement", then "edge preserving smooth" with factor 2 and the "sharpen" filter to make the image the best possible quality. In the enhancement filters, adjust the settings until the image is how you like it. This way, you'll have an excellent source.

You can't really appreciate wide screen until you've got a good image. Simply cropping and resizing a 320x256 image isn't enough for you to really appreciate this.

Last tip: When transmitting wide screen, you want to aim for a mode with around 220 seconds transmission time. Scottie DX is a good mode. Perhaps Marc could advise? The point of the slower modes is that you get a better vertical resolution. In a situation such as this where you can't resolve to 1 pixel ever, then you must try to get as close as you can. Using a mode that resolves to 1 pixel when squashed is great, since then you're getting the best from the system.

PROFILES

The Profiles feature can be used to tailor your filter selections for various band conditions and SSTV+ modes. This feature may eliminate a lot of mouse clicks if you set it up correctly.

Here are Sam Hunt's comments.

How to use the profiles:-

1:Name all of the profiles. I suggest using names such as "IVAL", "IVALTV", "CALVS", etc. This means that all of the NR settings will be changed to the most appropriate for the selected mode. To name them, go to the "Profiles" menu and "Rename". It asks you for the name for each profile number, so it says "Profile 1 name?", and you enter the name you want to have for Profile 1 under the menu. Leaving it blank if you're not going to have that profile makes things easier to read (sometime I'll get around to hiding the blank ones even!)

2:- Now, select each profile, setting the settings you want for that profile.

All done!

POSITIONING SSTV+ ON THE WINDOWS DESKTOP

This version has the ability to remember where to open the SSTV+ program on the Windows Desktop, so you can get it to start up in the same place on the Windows desktop each time you open the SSTV+ program. To position the SSTV+ window on the Windows Desktop simply right click on the gray area under the check boxes in the SSTV+ program. The next time you open the SSTV+ program it will remember to open it's window at this location on the Windows Desktop.

LICs

LICs perform two major functions. LICs allow you to decode the picture even when you have missed as much as one fourth of the image (late starts on the interlaced modes only). It also contains your call sign and the SSTV+ mode you have chosen to encode your SSTV+ image. The LICS information is stored in the first 16 lines of all IAL and CS based modes. The late start feature only works for the interlaced modes (IVALTV and CALVSTV). The other modes use LICs to store your call sign and the SSTV+ mode you have selected.

In order to incorporate LICs in IVAL and IVALTV, IAL protection for the Green Channel only was deactivated for the first 16 lines of the encoded image. The LICs information is stored in this area and activating IAL for the green channel in this area interfered with the operation of LICS. As a result, you may find some yellow and or green speckles in this area when the signal to noise ratio is poor. Adding a yellow/green banner to mask the first 16 lines of the picture can alleviate this problem. I have posted an example of this banner on the SSTV_PLUS Yahoo Group.

CS is active on the red, blue and green color channels for CALVS and CAVLSTV in the LICs area. So you won't have to worry about the LICs area being adversely affected by noise when you use these modes.

Here are some comments from Sam Hunt.

Marc refers to my modified version of the interlacing system. My method differs in three main ways. Firstly, it uses 32 repeats. This is proving to spread the noise out the most (so the NR filters have the best chance of removing it). Secondly, the lines are moved in pairs. This means that IAL still has its very good OCI/CCI rejection capabilities. Thirdly, the lines are sequenced differently, so unlike a TV mode, whereby a static crash across 4 lines (or however many) will start to make the static become 2 or 3 lines big, this will try and keep static crashes apart, so the NR filters have the best chance at removing the static crash. One fault with TV modes is that they fail when partially started.

I have added error correction now to the LIC, and done a little adjustment to it. It now can tolerate fairly high levels of slant and noise (I've got it > working reliably when the S:N is -4dB), since it has a CRC. Hopefully, it should not tell you that the CRC is correct when it's not. The CRC is designed so that if it's not sure about the call sign, then it will let you know that the data is possibly wrong by adding "(Bad CRC)" to the end of the decoded call sign text. Please let me know if the CRC causes concern.

I hope that this rather radical change to the LIC code will make the LICs as reliable as they should be. Now, instead of fine-tuning onto the pixels (as it did before, but in the presence of noise could decode wrong) this decoder simply just tries 10 different positions (5 either side of where it should be), and decodes the digital data from all 10 positions. This is added to the digital decoding list and the digital error correction systems can then try and pull any sense out of all of the rubbish. Using very advanced matrixing systems, it can get the correct call sign when only 1 LIC remains, or part of each call sign has been destroyed, but a good part coincides on 2 LICs at any one time. If bandwidth allowed, then I would use far more robust error correction, but sadly I can only be certain of resolving to 4 pixels (so the LIC bits are 4 pixels wide. The image will resolve to 2 pixels, but there is a rise & fall time and ringing to take into account). Multilevel keying is out the question, since once the noise gets poor then the levels will fail. Oh yes, I nearly forgot:- These LICs are incompatible with those of Previous versions!

I've also altered the IAL program, so that the LICs do not have to alter the image quality so much. In the latest IAL version (attached) you will find "LIC+". Turning this on uses full LICs (7 of them), and turning it off only uses 1. 1 is only of use in good condx (since there's nothing to give error correction with) to indicate the call sign and mode. Partial starts also can't be accommodated, since this needs at least 2 to get a "lock" on the image. However, the effect to the image is that only 1 scan line is reduced in quality (and this isn't noticeable), so the image quality reduction is far less. It's right at the top, so you won't really notice it anyway. This single LIC is only of use to signal the call sign and mode. Nothing else.

SETTING THE OUTPUT POWER FOR THE SSTV+ MODES

Due to the fact that USA stations are limited to 1500 watts PEP output the maximum power for all of the SSTV+ modes is limited to 1500 watts PEP output. Due to the fact that all the SSTV+ modes transmit the sync pulse at 100% power you will use the sync pulse to set your maximum legal output power for all the SSTV+ modes in the States.

For all the SSTV+ modes the actual power level varies in the same proportion between the blue, red and green channels. The Blue channel has the least amount of power because it has the highest noise immunity. The green channel has the most power because it is the most

sensitive channel to noise. The red channel is transmitted at an intermediate power level. However, the synch pulse of all the SSTV+ modes will always be transmitted at 100% output power. The duty cycle will be about 35% when a 3 to 1 power ratio is observed between the sync pulse and the average RGB channel output power.

If you are using your transceiver only to transmit any SSTV+ mode set your power output so that the SSTV+ sync pulse equals the maximum output power of your transceiver for SSB service. You will find that a ratio of 2 or 3 to 1 between the average output power of the RGB channels to the peak output power of the sync pulse is normal and safe if your transceiver is rated at 50% duty cycle for SSB.

If you are using your transceiver to drive a linear amplifier to transmit a SSTV+ mode set your power output so that the SSTV+ sync pulse equals the maximum output power that your linear amplifier has been designed to safely handle for SSB service. You will find that a ratio of 2 or 3 to 1 between the average output power of the RGB channels to the peak output power of the sync pulse is normal and safe.

If your linear amplifier is rated at 1500 watts PEP output continuous duty or 50% duty cycle for SSB you can safely transmit the SSTV+ sync pulse at 1500 watts PEP output and the picture information (red, green and blue channels) will range from approximately 165 watts PEP output for the blue channel, to 885 watts PEP output for the green channel, or about 500 watts on an average reading wattmeter. The duty cycle will be about 35% for this example.

In both cases simply make sure that the sync pulse generates the maximum output power that the transceiver or linear amplifier will safely handle. Once this is done you will have the correct power ratio between the red, green and blue channels, which contain the picture information, and the sync pulse (3 or 2 to 1).

If you are a QRP SSTV operator you can set your power output in a few different ways. You can adjust your output power so that the sync pulse is transmitted at 5 watts output. Alternately, if you wish to run slightly more power than 5 watts output you can adjust your output power so that the power ratio between the sync pulse and the average output power reading for the red, blue and green channels is 3 to 1. A 3 to 1 power ratio between the sync pulse and the RGB channels will ensure a 35% duty cycle. If your QRP rig can safely handle a duty cycle of 50% at 5 watts you can increase the average power of the RGB channels slightly.

An example of a 3 to 1 power ratio for QRP operation would be 5 watts PEP output for the sync pulse and about 1.7 watts average output power for the RGB channels. The duty cycle for this example will be about 35%.

Another example. If your QRP SSB transmitter has been designed to safely operate at 50% duty cycle for SSB service and can safely generate more than 5 watts for SSB service you can safely increase the output power above 5 watts if necessary while maintaining a 3 to 1 power ratio between the sync pulse and the RGB channels. For example, if your QRP transmitter is rated at 15 watts output power for SSB service at 50% duty cycle you can set the sync pulse for 15 watts PEP and the average RGB channel output power should read 5 watts if a 3 to 1 ratio is maintained.

Also you can use your transmitter ALC to limit the sync pulse power to 5 watts PEP output and increase your drive so that the average RGB channel power is slightly increased to about 2.5 watts average output power (2 to 1 power ratio). A 2 to 1 power ratio between the sync pulse and the average RGB channel output power will approximate a 50% duty cycle.

I have received four 20-meter QRP (5 watts) SSTV+ pictures recently from Joel, KE1LA and they were all received in perfect condition except for one, which only slightly affected by QRM. I think that you will be amazed at the quality of SSTV+ generated QRP images. If conditions are marginal I suggest the use of IVALTV for HF QRP SSTV.

The audio output level in the MMSSTV program is not equal for VARISSTV and CSSTV. The audio output level is greater for CSSTV so you must compensate for this reduced audio level for VARISSTV by either increasing the "OUTPUT" level in MMSSTV's Transmit Tab or by increasing the audio level of the sound card in order to compensate for this difference.

PROGRAM VERSION NUMBERS

Here are Sam Hunt's comments.

I've decided to make the version numbers make some sense. At the moment, there is no real logic to them. Here's my system:-

A version is defined as "stable" when no bugs (that we know of!) exist. First number (major release, is currently 2). This will stay at 2 for the moment, until I do another major release. I'm planning to do this when the program is stable and has all the features we want.

Second number (minor release, is currently 4). This will go up every time a new feature is added. However, new features will not be added until the last minor release is stable.

Revision (last number, is currently 1). This will go up for every time I send a different version out. Hopefully 1 should be stable, but if it's found to be unstable, then I make an alteration and call this 2. Another alteration, 3, and so on. This keeps going until the release is stable. It will normally start at 0, but I did a little alteration, so had to recompile.

The stable releases (when they are decided to be stable) will be placed in the files area. Also, a history of all of the releases will sit there, explaining the improvements. A stable release should really be used if you're just "using" the system, but if you want to help me develop the system, I would appreciate it if you could use the latest version (even though it may not have been deemed stable yet), so you can find out if it is stable. When nobody has complained about bugs, then I'll deem it stable, and then I can implement another feature or two.

I won't implement more than 1 feature normally. When I do, it is because I am confident that any bugs in one will create obviously different errors to bugs in the other. For instance, changing the caching system and the B NR at once (not that I'm planning to!) would not be done, since a bug in either is not obvious where it's coming from. However, the tonal NR and profiles are fairly different, so if the settings are not sticking, then it's very unlikely that the tonal NR is doing this. Also, if the picture ends up green, then it's unlikely the profiles are causing this!

FINAL COMMENTS

The SSTV+ program should be considered a Beta Program. This product is still in the development stage. Let us know if you have any problems with the program. We would also be very much interested in your evaluation of the program and any comments you may want to offer about the performance of IVAL, IVALTV and VARITV, or CALVS and CALVSTV. The VARI_IAL Yahoo Group has been renamed to SSTV_PLUS. Please join the SSTV_PLUS Yahoo Group (SSTV_PLUS@...) which is devoted to the development and evaluation of SSTV+. Please join this group and share your experiences with this product with us.

Please note that SSTV+ was developed by Sam Hunt and is offered free of charge to the MMSSTV Amateur Radio community. There will be no charge for this product now or in the future. Once the SSTV+ program is ready for public release we hope that it will be added as a plug in program along with MMSSTV so that entire MMSSTV community will be able to evaluate this program. If the reaction to the SSTV+ program is positive then Mako will most likely incorporate a real time version of SSTV+ into the MMSSTV program. So your comments and evaluations are very important to the further development of SSTV+.

Please enjoy the program.

73
Marc
wa4ire

169. SSTV+ version 2.5.0

Yahoo group: sstv_plus
Date: 2001-11-09 17:49:01 UTC
From: Samuel Hunt
Topic: 169 Message: 169
Attachments: 2 described; binary payloads are missing from this source WARC

I've added a new feature to SSTV+: Multiple image transmission.

This basically means that you're getting "2 for the price of 1". It transmits two images at once. How? By transmitting both at half vertical resolution. This means that you're transmitting with 128 lines, not 256, but the quality reduction is not actually that noticable.

The full instructions are in the help menu how to use it. Try it and let me know what you think.

Since nobody pointed out any bugs, the last version released (2.4.1) is now officially stable. If there were any bugs, please get in touch with me. Since I receive over 200 e-mails a day (all relating to various things, and I need to read and reply to about 30-40 of them), your messages MAY get lost. If it's really important, put the subject in capitals!

Also attached is the history of version updates, so you can see what has been done. This list only started when I started the new version system.

Let me know what you think to this feature,

Sam

170. Re: (Via SSTV+ reflector) SSTV+ version 2.5.0

Yahoo group: sstv_plus
Date: 2001-11-10 13:48:13 UTC
From: Sain'T Tom
Topic: 170 Message: 170

Please tell me where the information (Descripti
----- Original Message -----
From: Samuel Hunt
To: sstv_plus@yahoogroups.com
Sent: Friday, November 09, 2001 11:49 AM
Subject: (Via SSTV+ reflector) SSTV+ version 2.5.0

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Let me know what you think to this feature,

Sam

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To unsubscribe from this group, send an email to:
sstv_plus-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

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171. Fw: (Via SSTV+ reflector) SSTV+ version 2.5.0

Yahoo group: sstv_plus
Date: 2001-11-10 13:50:00 UTC
From: Sain'T Tom
Topic: 171 Message: 171

----- Original Message -----
From: Sain'T Tom
To: sstv_plus@yahoogroups.com
Sent: Saturday, November 10, 2001 7:48 AM
Subject: Re: (Via SSTV+ reflector) SSTV+ version 2.5.0

Please tell me where the information (Description and Download) is for SSTV+

Thanks
Tom K4RV
----- Original Message -----
From: Samuel Hunt
To: sstv_plus@yahoogroups.com
Sent: Friday, November 09, 2001 11:49 AM
Subject: (Via SSTV+ reflector) SSTV+ version 2.5.0

I've added a new feature to SSTV+: Multiple image transmission.

This basically means that you're getting "2 for the price of 1". It
transmits two images at once. How? By transmitting both at half vertical
resolution. This means that you're transmitting with 128 lines, not 256, but
the quality reduction is not actually that noticable.

The full instructions are in the help menu how to use it. Try it and let me
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been done. This list only started when I started the new version system.

Let me know what you think to this feature,

Sam

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sstv_plus-unsubscribe@yahoogroups.com

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172. Re: Fw: (Via SSTV+ reflector) SSTV+ version 2.5.0

Yahoo group: sstv_plus
Date: 2001-11-11 09:14:56 UTC
From: wa4ire@yahoo.com
Topic: 171 Message: 172

Hi Tom,

I have sent you the latest version of SSTV+ (V2.5.0) and the
Operating Instructions which will be updated in the near future.
Let me know if you require any other information. I hope you enjoy
the program Tom.

73
Marc
wa4ire

--- In sstv_plus@y..., "Sain'T Tom" <k4rv@m...> wrote:
>
> ----- Original Message -----
> From: Sain'T Tom
> To: sstv_plus@y...
> Sent: Saturday, November 10, 2001 7:48 AM
> Subject: Re: (Via SSTV+ reflector) SSTV+ version 2.5.0
>
>
> Please tell me where the information (Description and Download) is
for SSTV+
>
> Thanks
> Tom K4RV
> ----- Original Message -----
> From: Samuel Hunt
> To: sstv_plus@y...
> Sent: Friday, November 09, 2001 11:49 AM
> Subject: (Via SSTV+ reflector) SSTV+ version 2.5.0
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vertical
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not 256, but
> the quality reduction is not actually that noticable.
>
> The full instructions are in the help menu how to use it. Try it
and let me
> know what you think.
>

> Since nobody pointed out any bugs, the last version released
(2.4.1) is now
> officially stable. If there were any bugs, please get in touch
with me.
> Since I receive over 200 e-mails a day (all relating to various
things, and
> I need to read and reply to about 30-40 of them), your messages
MAY get
> lost. If it's really important, put the subject in capitals!
>
> Also attached is the history of version updates, so you can see
what has
> been done. This list only started when I started the new version
system.
>
> Let me know what you think to this feature,
>
>
> Sam
>
> Yahoo! Groups Sponsor
> ADVERTISEMENT
>
>
>
>
> To unsubscribe from this group, send an email to:
> sstv_plus-unsubscribe@y...
>
> Your moderators are Marc Guitard and Samuel Hunt
>
>
>
> Your use of Yahoo! Groups is subject to the Yahoo! Terms of
Service.

173. Re: (Via SSTV+ reflector) SSTV+ version 2.5.0

Yahoo group: sstv_plus
Date: 2001-11-11 14:48:48 UTC
From: Samuel Hunt
Topic: 170 Message: 173

----- Original Message -----
From: Sain'T Tom
To: sstv_plus@yahoogroups.com
Sent: sábado 10 noviembre 2001 13:50
Subject: Fw: (Via SSTV+ reflector) SSTV+ version 2.5.0

----- Original Message -----
From: Sain'T Tom
To: sstv_plus@yahoogroups.com
Sent: Saturday, November 10, 2001 7:48 AM
Subject: Re: (Via SSTV+ reflector) SSTV+ version 2.5.0

Please tell me where the information (Description and Download) is for SSTV+

There isn't really a good website available at the moment (since it's changing so quickly, a website would quickly go out of date), but SSTV+ basically tries to improve the quality of an SSTV+ image. It actually works quite well.

Marc has written some very good instructions on how this works. You can find these in the archives for this list (visit www.yahoogroups.com/groups/SSTV_Plus).

The latest SSTV+ version is 2.5.0. You can find this again in the archive for this group.

If you want to test SSTV+ on the air, Marc runs a daily net. Drop him an e-mail at wa4ire@... , and he can provide you with the details.

The two main clear advantages over CSSTV is widescreen and multiple image transmission.

There is also an advantage of improved image quality (less noise, more resistance to QRN/QRM), but this is questionable. Most people here think that the SSTV+ models (such as IVALTV) used in conjunction with the NR filters give a much better image. Personally, I think that the SSTV+ models do a very good job of making a very good image. However, you should probably test it on the air and form your own opinion.

Everyone who has tested SSTV+'s models, such as IVALTV and CALVSTV in conjunction with the NR filters agrees that the image quality varies from slightly better than CSSTV to far, far better than CSSTV. QRP images which have been recieved when voice was only detectable (not understandable) have come out reasonably well - comparable to a CSSTV image received at S6/7!

Sam

Thanks
Tom K4RV
----- Original Message -----
From: Samuel Hunt
To: sstv_plus@yahoogroups.com
Sent: Friday, November 09, 2001 11:49 AM

Subject: (Via SSTV+ reflector) SSTV+ version 2.5.0

I've added a new feature to SSTV+: Multiple image transmission.

This basically means that you're getting "2 for the price of 1". It transmits two images at once. How? By transmitting both at half vertical resolution. This means that you're transmitting with 128 lines, not 256, but the quality reduction is not actually that noticable.

The full instructions are in the help menu how to use it. Try it and let me know what you think.

Since nobody pointed out any bugs, the last version released (2.4.1) is now officially stable. If there were any bugs, please get in touch with me. Since I receive over 200 e-mails a day (all relating to various things, and I need to read and reply to about 30-40 of them), your messages MAY get lost. If it's really important, put the subject in capitals!

Also attached is the history of version updates, so you can see what has been done. This list only started when I started the new version system.

Let me know what you think to this feature,

Sam

To unsubscribe from this group, send an email to:
sstv_plus-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

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sstv_plus-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

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174. Operating Instructions for SSTV+ version 2.5.0

Yahoo group: sstv_plus
Date: 2001-11-11 21:47:59 UTC
From: wa4ire@yahoo.com
Topic: 174 Message: 174

SSTV+ OPERATING INSTRUCTIONS FOR VERSION 2.5.0

INTRODUCTION

IVAL is an enhanced version of VariSSTV. IVAL is much more resistant to the effects of QRM, QRN and QSB than VariSSTV due to the IAL (Inverse Alternate Line) process. IVALTV is even more resistant to the effects of QRM, QRN and QSB than IVAL due to the combination of IAL and FEC interlaced scanning. VARITV has been designed for maximum picture sharpness or clarity. However, this model is not as effective at minimizing the effects of QRM, QRN and QSB as IVALTV because only FEC interlace scanning is used. You would probably use VARITV more on VHF/UHF where the signals are usually more constant and less susceptible to QRM, QSB and QRN. However, You may use VARITV on all the HF bands when conditions are good. 10 and 15 meters may also be good bands to use VARITV conditions permitting.

CALVS and CALVSTV are the newest additions to the SSTV+ program and these modes do not use IAL but rather something called CS or Channel Swapping. CALVSTV is also using an FEC interlaced scanning format similar to IVALTV. CALVS is using a sequential scanning format like IVAL. CALVS and CALVSTV will normally generate a sharper image than IVAL or IVALTV but these modes offer slightly less noise immunity than the IAL based modes. However, I would encourage you to use these new modes on VHF/UHF or on HF when the band conditions permit.

Probably the most exciting addition to SSTV+ is the Wide View Screen option. You can now see those wide-angle panoramic pictures the way they were intended to be viewed. It looks like Hollywood's wide silver screen has come to SSTV. Everyone who has tried it so far loves this new feature. To activate this feature simply select the box entitled "Widescreen" before you decode an image.

The SSTV+ program was designed to be used with MMSSTV versions 1.02 and above in conjunction with the Windows Operating System (95, 98, ME, NT, 2000) "Clipboard Viewer" program. The SSTV+ program's interaction with the Clipboard Viewer is done automatically and in the background. However, you can open up the Windows Clipboard Viewer Program and observe the process if you wish. If you are not sure where this program is in Windows simply do a search using the word "clipboard" or "clipboard viewer".

Before we get into the decoding and encoding procedures I would like to point out how important it is to perform an accurate receive and transmit slant adjustment in the MMSSTV program. Due to the fact that IVALTV, CALVSTV and VARITV employ an interlaced scanning format

attention should be paid to the MMSSTV receive and transmit slant adjustments.

If the MMSSTV receive slant error adjustment is significantly off the quality of IVALTV, CALVSTV and VARITV images may be degraded.

SLANT ERROR ADJUSTMENT

Here is a brief description on how to perform an accurate receive and transmit MMSSTV slant adjustment. Open the MMSSTV Sync window and place the mouse pointer over this window and right click once. A drop sown box will appear. Select "Accuracy of initial Sync" and set this value to "Highest".

1.Go to Options in the MMSSTV program and select "Setup MMSSTV".

2.Go to the MISC tab and in the lower left corner you will see the receive and transmit sound card clock adjustment windows.
Select "ADJ" to perform the receive slant adjustment.

3. The WWV calibration window will appear.

4. Tune in a WWV station at 10 or 15 Mhz. Set your receiver for AM reception and turn off the receiver AGC. Now adjust your RF gain to eliminate any audio distortion that may be present. Adjust the audio gain of the receiver for the correct level.

5. You will notice a dotted green line at the right side of the WWV calibration window. This is a reference line, which will aid you in making the adjustment. You should also notice a white vertical line appearing on the WWV calibration window. Place your mouse at the bottom of this white vertical line on the left edge of the line and right click once. The green dotted vertical reference line will now superimpose itself on the left edge of the white vertical line. This is your reference line over time.

6. Next place the mouse pointer on the bottom of the green vertical line and left click once. A + will appear over the green dotted reference line.

7. Next place the mouse pointer on the top of the green vertical line and wait. How long should you wait? The longer the white vertical line the more accurate the slant adjustment. The quality of sound cards vary widely. I have a Sound Blaster Live sound card and I found that I had to let the WWV calibration program run for about an hour before I noticed that the deviation between the green vertical reference line and the calibration line between the two +'s ceased to increase. When this point was reached I made sure that the top + was centered on the left edge of the white vertical line and I left clicked the mouse once. Once this is done the slant adjustment is displayed and you have the option of accepting it or beginning the slant error adjustment over again.

As the white vertical line progresses keep the line you created previously with the left click of the mouse and which has a + at either end superimposed on the top left edge of the developing white vertical line, and compare the deviation between this line and the green dotted vertical reference line periodically. Eventually you will reach a point in time when the space between these two lines ceases to increase. When this point is reached you are ready to left click the mouse and accept the slant adjustment. Again it is important to stress how important it is to let this WWV slant adjustment program run for a long time before you make the final adjustment just to be on the safe side.

8. Once the MMSSTV receive slant adjustment is completed the WWV calibration window will close. Next we must perform the MMSSTV transmit adjustment.

9. To perform the MMSSTV transmit slant adjustment go to Options then to MMSSTV Setup. Go to the TX tab and under the "Loop Back" option select "External Full Duplex. Next select the RX tab and select "RAM" under "Receive Buffer". This selection will enable the "High Accuracy Slant Adjustment" or smiley face in the MMSSTV Sync window.

10. Use an audio patch cable and insert one end into the sound card's audio input and the other end of the cable into audio output of the sound card.

11. Next go to MMSSTV Options and select Soundcard Input Level and select the correct the audio level control and adjust the audio input level to a nominal value.

12. Now load a picture into the Transmit Window and transmit a picture in the Martin1 mode.

13. The picture that appears in your transmit window should appear in the MMSSTV receive window and in the Sync window.

14. Once the picture has been received go to the MMSSTV Sync window. The smiley face at the bottom of the window should now be yellow. Select the smiley face and the MMSSTV program will automatically compute the slant error after a full frame has been received.

15. At the end of the receive slant error computation process the TX button on the bottom right of the MMSSTV Sync window should be active (not grayed out). Select the TX button and MMSSTV will correct your Transmit slant adjustment automatically for you. Don't select MEM because this will change your receive slant value to an incorrect value. You should only have to select the TX button once to make an accurate transmit slant adjustment. Of course everything rests upon the accuracy of your initial receive slant error adjustment.

Once you successfully perform the MMSSTV receive and transmit slant error adjustments you will notice that the slant error adjustment of

other SSTV stations will probably deviate a bit from each other's setting as well as your own. You can compensate for these minor deviations, which could degrade the quality of the IVALTV, CALVSTV and VARITV images by using the smiley face in the MMSSTV Sync window to correct the slant error on each received picture. Once you select the smiley face MMSSTV will correct the slant error for that picture. Don't select MEM in the Sync window as this will mess up your RX slant adjustment. Don't select TX in the Sync window as this will mess up your transmit slant adjustment. Now you can start the IAL program decoding process. After you have finished decoding the received picture place your mouse pointer on the Sync window and right click once and a drop down box will appear. Now select "Return to the settings Sampling Frequency". This will restore your receive slant to the correct value your WWV calibration adjustment calculated and you are ready to receive the next picture. However, You don't strictly have to perform this last action as the temporary smiley face slant error correction is automatically discarded by MMSSTV once a new picture is received or after you close the program.

If you don't pay attention to the slant error issue you may notice that some of the IVALTV, CALVSTV and VARITV images you receive may exhibit a bit of horizontal tearing. This is especially noticeable in a picture, which contains one or more straight vertical components such as a flag pole. The flagpole may show a bit of waviness rather than being straight if the slant error is significantly off between you and the other station.

If MMSSTV users follow the procedure outlined above everyone would be on the same page as far as the slant error adjustments are concerned. If people would pay closer attention to the accuracy of their initial receive slant error adjustment spot adjustments with the smiley face would not have to be made as frequently.

However, you will notice that the smiley face slant error adjustment will vary a bit between different pictures when using the Loop Back option. You will notice that the same picture sent via the Loop back option using different modes such as Scottie1 or Martin1 may also have slightly different smiley face slant error calculations. Also under real world conditions periodic loss of sync and multi-path issues can increase the slant error of a received picture. The use of the smiley face in the MMSSTV Sync window is especially helpful in such cases, especially if you are receiving an IVALTV, CALVSTV or VARITV image.

If you are performing the MMSSTV receive slant error adjustment for the first time using the WWV calibration tool you may want to let the vertical white line run for a half page and conclude the adjustment at this point just to get the white vertical line reasonably straight. Next initiate the Receive WWV slant error adjustment process one more time and let it run for an hour just to be on the safe side before accepting the final slant error correction

computation.

THE IAL (INVERSE ALETERNATE LINE) AND CS (Channel Swapping) SSTV+ MODES.

Here are Sam Hunt's definition of the SSTV+ modes.
Vari :- The original VARISSTV mode. No IAL or CS.
VariTV:- Vari and FEC interlaced scanning.
CALVS:- Vari with CS (Colour alternate line Vari swap. It's easy to pronounce, though. Try Calves, like baby cows).
CALVSTV:- Vari with CS and FEC interlaced scanning.
IVAL:- Vari with IAL.
IVALTV:- Vari with IAL and FEC interlaced scanning.

Here are some comments from Sam Hunt.

I tried CS and IAL together, but they interfere and make a big mess (worst of both - low Y resolution, low noise immunity, low OCI/CCI immunity). I think you may find that CS is EXCELLENT at avoiding yellow shift!

HOW TO ENCODE AN IVAL, IVALTV, VARITV, CALVS OR CALVSTV PICTURE.

1. Open MMSSTV and SSTV+ (IAL.EXE). Open the MMSSSTV setup under Options and go to the TX tab and select VARI SSTV. SSTV+ has been designed to work best with VARI SSTV.

2. You can open Windows Clipboard Viewer at this point but this is not necessary (clipbrd.exe for Windows ME).

3. Load the desired picture from your files to the Transmit window of MMSSTV (Load from File).

4. Place the mouse pointer over the transmit window of MMSSTV and right click the mouse once and a drop down box will appear. Choose Copy.

5. The picture in the transmit window of MMSSTV will now appear in the Clipboard Viewer whether or not this program is opened.

6. Now you are ready to Encode the picture into one of the following modes. IVAL, IVALTV , VARITV, CALVS or CALVSTV.

At this point you should decide if you want to use LIC+. The primary benefit of using LIC+ is that it will allow someone who has just tuned onto your frequency after you have started to send your IVALTV, VARITV or CALVSTV picture to receive a reasonable image when as much as one fourth of the picture is missing due to a late start. Please note that LIC+ is only active when you select the interlaced modes such as IVALTV, VARITV and CALVSTV. You can leave the LIC+ box activated all the time without adversely affecting the other non-interlaced modes.
LIC+ is more robust than LICs and should be your first choice.

7. Now select the encode button and the picture will be encoded in the proper format in the SSTV+ program picture viewer window.

8. Place the mouse pointer over the MMSSTV Transmit window and right click once. A drop down box should appear. Select "paste". The encoded image should now appear in the MMSSTV transmit window.

9. Select any of the following MMSSTV modes: Scottie1, Scottie2, Scottie DX, Martin1, Martin2, SC2-120 or SC2-180.

10. Select the TX button in MMSSTV.

HOW TO DECODE AN IVAL, IVALTV, VARITV, CALVS OR CALVSTV PICTURE.

1. Place the mouse pointer over the MMSSTV receive window and right click once. A drop down box will appear. Select "copy" and the encoded image will be transferred into the clipboard viewer. The encoded image can also be transferred from the MMSSTV History window in the same manner.

2. In the SSTV+ program select "decode" and the encoded image you received will be decoded. Of course the transmitting station will have to tell you If he sent a IVAL, IVALTV, VARITV, CALVS or CALVSTV encoded image. However, after you gain a bit of experience you will be able to easily tell the difference between an encoded IVAL, IVALTV, VARITV, CALVS or CALVSTV image.

Also, after you have copied the received image to the Windows Clip Board viewer you can place your mouse pointer over the image viewer of the SSTV+ program and simply left click the mouse once and the image stored in the Windows Clip Board viewer will appear in the image viewer of the SSTV+ program. Also the station's call sign and the mode that station selected will be displayed on the gray area of the SSTV+ window (thanks to LICs and LIC+). Now you can encode the image.

If you have the "Comparison" checkbox selected in the SSTV+ program you can decode an encoded Comparison image, which will only shows the right side of the picture processed and protected by IAL or CS. This feature allows you to compare the effectiveness of the IAL or CS protection for the SSTV+ mode you have selected. If you don't want to use this feature simply make sure that the Comparison Mode checkbox is not selected during the decoding process. When you have selected the Comparison mode the decoded picture will show how the right side of the image was protected by IAL or CS and the left side of the picture will be decoded without IAL or CS protection. This will allow you can compare how effective IAL or CS is in eliminating noise from the picture. IAL (Inverse Alternate Line) is active for the IVAL and IVALTV modes. CS (Channel Swapping) is active for the CALVS and CALVSTV modes. Please note that the transmitting station must first encode their picture by selecting the comparison mode in SSTV+ before you will be able to decode the received image using the Comparison mode.

HOW TO USE THE FILTERS.

The following is a brief description of how to use the NR filters. The NR filters are very effective at cleaning up what remains of any noise lines or colored speckles that appear on the picture after the IAL or CS process has finished. The Blue, Red and Green NR Filters along with the Yellow Shift and Blue Shift Filters will not reduce the sharpness of the picture when they are employed. You can prove this to yourself by encoding and immediately decoding a picture with all of these filters checked.

THE POST RECEPTION FILTERS (PR)

The IAL and CS based modes use their own unique Post Reception Filter. There is only one checkbox for the PR Filter. SSTV+ will automatically activate the correct PR Filter for the mode you have chosen.

The PR filter used for IVAL, IVALTV and VARITV should be used whenever noise is observed in the decoded image. You will find that this filter is very effective at reducing noise and in effect improves the signal to noise ratio by 3 DB when it is activated when noise is present in the image. However, you will find that there is a slight reduction in the vertical resolution of the decoded image when this filter is turned on. However, the reduction in noise balances this slight loss of vertical resolution in the decoded image. If noise is not present in the image the PR Filter can be turned off. This will improve the vertical resolution of the image. However, a limited number of background colors in the image may make the scan lines stand out and you will have to engage the PR Filter to hide them if you find them objectionable. You will find that this will be the exception rather than the rule.

Normally the CS Post Reception Filter should be used to eliminate blue and red noise lines or blue and red colored noise speckles from CS images. The Post Reception Filter for the CS modes consists of a special Blue and Red NR Filter. As a result it is not recommended that you use the standard Blue and Red NR filters when decoding a CS image when the Post Reception Filter is used. However, I have noticed that I have obtained excellent noise reduction results under certain conditions by using the standard Blue and Red NR Filters rather than the CS Post Reception Filter. Not using the CS Post Reception filter also improves the vertical resolution of the CS image. Of course the Green NR Filter can be used with or without the CS Post Reception Filter to remove green noise speckles or lines from the image.

B (BLUE) NR (NOISE REDUCTION) FILTER

This filter should be left on all the time when you decode an IVAL, IVALTV or VARITV image. Normally it should be left off when decoding a CALVS or CALVSTV image. This filter is very effective at removing blue speckles or blue lines from the image. However, for pictures received in the noise level of the receiver under very poor

conditions you may experience some blue splotches in IVAL, IVALTV and VARITV generated images. In such a case you will probably get better results by also using the Blue Shift Filter along with the Blue NR Filter. Also If you still have a few blue speckles or lines left in IVAL, IVALTV and VARITV generated images after using the Blue NR filter try using the Blue Shift NR Filter in conjunction with the Blue NR Filter.

R (RED) NR (NOISE REDUCITON) Filter

This filter has been modified and can be left on all the time when decoding IVAL, IVALTV or VARITV pictures. Normally it should be left off when decoding CALVS and CALVSTV pictures. This filter is very effective at removing Red speckles or Red lines from the image.

G (GREEN) NR (NOISE REDUCTION) Filter

This filter has also been modified and can be left on all the time when decoding IVAL, IVALTV, VARITV, CALVS or CALVSTV images. This filter is very effective at removing Green speckles or Green lines from the image.

LINE DOUBLING FILTER

The LD Filter can be used for IVAL, IVALTV, VARITV, CALVS and CALVSTV. This filter is the same as the old Green NR Filter. The old Green NR Filter is now called the "Line Doubling" Filter. This filter is very effective at eliminating QRM bursts. You will notice that the slider bar sets the aggressiveness of the "Line Doubling" Filter. A value of 1 is the most aggressive setting while 320 is the least aggressive setting for this filter. The more aggressive the setting of this filter the more aggressively this filter will remove the noise lines caused by QRM bursts. You will find that if the slider is set to too high of a value some distortion (usually in the form of a shimmer) can be induced into the picture. The rule of thumb here is to reduce the aggressiveness of the Line Doubling Filter when this distortion is observed in the decoded picture.

I would suggest that you use the Line Doubling Filter with the Green NR filter activated for the best results. I have found that you can achieve more aggressive Line Doubling Filter settings before distortion is induced into the picture when these filters are used together. This generally means that the Line Doubling Filter will perform better under such conditions.

The Line Doubling Filter can provide some fantastic results when it comes too removing noise lines caused by QRM bursts. However, in its present form this filter can affect text highlighting if the aggressiveness of the filter is set below 78. For example, if you use the stock MMSSTV CQ template your call will appear in blue with white highlighting. When the Line Doubling Filter is set to a value below 78 the white highlighting above your call will disappear. The fix is

simple. Use a font such as Comic Sans MS. The Line Doubling Filter has a tendency to eliminate straight white lines as the aggressiveness of the filter is increased. The Comic Sans MS font and others like it will work quite well even when the Line Doubling Filter set to it's most aggressive setting (1). A little experimentation will show which fonts can be used with success.

While we are on the subject of font size try and avoid using any font size less than 18 because the NR filters may make such tiny text hard to read. If you have to use such tiny text try to avoid blue, red, green and yellow text as the NR filters may degrade the text. Once the font size is 18 or greater you will not have to worry about this issue.

YELLOW SHIFT, BLUE SHIFT AND TONAL NR FILTERS

These filters can be used for IVAL, IVALTV, VARITV, CALVS and CALVSTV. However, CALVS and CALVSTV generated images are less susceptible to yellow streaking or splotches when the signal to noise ratio is poor. As a result you wont use the Yellow Shift and Tonal Filters that often with the CS based modes.

It has been observed that certain light colored backgrounds in IVAL. IVALTV and VARITV generated images (such as white, pale blue or pale pink) have a tendency to exhibit yellow streaks or splotches along the axis of the noise lines. These Yellow streaks and splotches normally occur as a result of a deep fade or a poor signal to noise ratio (very weak signal). The Yellow Shift Filter used in conjunction with the Tonal NR Filter will eliminate or at least greatly minimize any yellow streaks or splotches, which may appear on the picture. You probably won't use this filter combination all that often unless you receive a lot of polar bear or winter scene pictures that are received under very poor band conditions. The Tonal Filter can be used in conjunction with the Yellow Shift Filter for severe cases of yellow streaking or splotches. You will find that the Tonal Filter is a very aggressive filter and it is very effective at removing any yellow streaks or splotches that make it through the IAL process.

The Tonal Filter also has a slider, which is used to adjust the aggressiveness of the filter. As the value is increased the aggressiveness of the filter is increased. A Tonal Filter value of 5 is a good place to start for most pictures.

The Blue Shift Filter has been designed to eliminate or minimize large blue splotches in IVAL, IVALTV and VARITV which may occur when the signal to noise ratio is very poor (pictures which have been received in or near the receiver noise floor). So you won't be using this filter all that much. However, if a few blue speckles make it through the Blue NR Filter try activating the Blue Shift Filter too (activate both filters). The only thing that one should be aware of when using the Blue Shift filter is that it can wash out very dark blue colors.

By the way it is unlikely that you will have to use the Yellow or Blue Shift Filters when decoding CALVS or CALVSTV images as the CS modes are less likely to show yellow or blue streaks or splotches then the IAL modes when the signal to noise ratio is poor.

After a bit of experimentation you will feel more comfortable with the use of the NR filters. If you don't like the filter results simply reinitiate the decoding process with the new NR filter selection(s). Don't forget to recopy the received picture from the MMSSTV Receive or History window back into the Windows Clip Board Viewer again before decoding the picture again.

If you don't like how the image has decoded, right-click on the image viewer area in SSTV+ and it will put the original encoded image which is stored in the windows Clip Board Viewer back into the image viewer of SSTV+. Now you can choose another filter selection and decode the picture again. This process can be repeated as many times as you want and will speed up the decoding process if you want to fine tune the filter settings for the best possible picture.

Once you have loaded a picture into the Transmit window of MMSSTV you can transfer it to the image viewer of SSTV+ by placing the mouse pointer over the image viewer area of SSTV+ and left clicking the mouse once. This action will transfer the image stored in the Transmit window of MMSSTV into SSTV+. Once this is done you can now encode the picture.

THE USE OF THE NR FILTERS WITH CALVS AND CALVSTV

Normally the Post Reception Filter should be used to eliminate blue and red noise lines or blue and red colored noise speckles from CS images. The Post Reception Filter for the CS modes consists of a special Blue and Red NR Filter. As a result it is not recommended that you use the standard Blue and Red NR filters when decoding a CS image when the Post Reception Filter is used. However, I have noticed that I have obtained excellent noise reduction results under certain conditions by using the standard Blue and Red NR Filters rather than the CS Post Reception Filter. Not using the CS Post Reception filter also improves the vertical resolution of the CS image. SSTV+ automatically selects the correct Post Reception Filter for the IAL and CS based modes when this option is selected in SSTV+. Of course the Green NR Filter can be used with or without the CS Post Reception Filter to remove green noise speckles or lines from the image.

The Yellow Shift, Blue Shift and Tonal filters will still be used in the same manner as with IVAL, IVALTV and VARITV. However, you will find that CALVS and CALVSTV are less susceptible to yellow streaking, or splotches and blue splotches when the signal to noise ratio is poor and you will not have to use the Yellow Shift, Blue Shift and Tonal Filters as much for these modes.

Here are some comments from Sam Hunt about the filters.

For CALVS and CALVSTV the Post Reception Filter should be used to minimize any noise speckles that may exist in the picture. However, the use of the CS Post Reception Filter can slightly reduce the vertical resolution in these channels, and isn't so needed as the IAL post-reception filter, so it's optional), but it also has poorer OCI/CCI rejection. It does, however, have a better S:N. Try it and see what you think (SSTV+ knows what Post Reception filter to activate for each SSTV+ mode so don't be concerned about the single check box for this filter. If you select IVAL, IVALTV or VARITV the program will automatically select the IAL Post Reception filter. If you select CALVS or CALVSTV the program will automatically select the CS or Channel Swapping Post Filter).

The G NR filter is no longer called the G NR filter. It's called "line doubling", since this is what it does. Also, the slider works differently. About 64 is the same as setting 4 before.
5: The R NR filter is now much improved, so it's much "safer". There is also a "G NR" filter which is suitable for use on CSSTV images, or to remove the sparse green speckles. It's like the R and B NR filters, but for the G channel. When all three (and nothing else) are on, it's great for CSSTV images.

I hope that some of these prove useful. I think that having the R, G and B NR filters on and nothing else, then decoding a CSSTV image cleans it up quite a bit. This could prove a useful thing to prove the power of the IAL filters. I ought really to change the name of the program, since it's not just IAL now.

OTHER FILTERS

Here is a comment from Jane Wack a SWL that is worth noting. " I have found that Paint Shop Pro 7's "edge preserving smooth" filter works wonders on the images after they have been processed by SSTV+. The result is a super quality picture."

I have found that Paint Shop Pro 7 has two very powerful filters, which are very effective at removing whatever noise remains after employing the SSTV+ NR, Shift and LD filters. These filters are the "SALT AND PEPPER" and "FADE CORRECTION" FILTERS. These filters have consistently removed virtually all the noise from SSTV+ images received in the noise floor of the receiver. The Salt and Pepper Filter is the one you will use all the time and the Fade Correction Filter will be used only if you have to restore a bit of color saturation. You should use the Paint Shop Pro 7 filters after cleaning up the picture with the SSTV+ filters for the best results. If you completely rely on the Paint Shop Pro 7 filters to clean up the pictures the results will normally be poor and not worth the effort. You will be amazed at how well the PSP7 filters work. QRP SSTV+ operators should definitely check these filters out.

HOW TO CLEAR THE SETTINGS OF THE SSTV+ PROGRAM IN THE WINDOWS 95, 98, ME and 2000 PRO REGISTRY.

Here are instructions from Sam Hunt on how to clear all of the settings of the SSTV+ program before installing a new version of SSTV+. This procedure should only be followed if you are experiencing a problem with SSTV+. If you experience a problem simply perform this procedure and reopen the desired version of SSTV+. The likelihood that you will have to perform this procedure at this stage in the development of SSTV+ is highly unlikely. But rest assured you can't hurt anything on your PC if you perform this procedure.:-

1:- Run Regedit.EXE (Go to start, run, type "Regedit.exe" and run it)
2:- Go to "HKEY_USERS"
3:- Go to ".DEFAULT"
4:- Go to "Software"
5:- Go to "VB and VBA Program Settings"
6:- Go to "IAL"
7:- Right click on the "IAL" and go to delete. Say yes, that you do want to delete it.
8:- Close regedit.

THE WIDE SCREEN OPTION

Here are some comments from Sam Hunt.

If you've got a scanner or digital camera, then take a few pictures. I think that the aspect ratio is also about the same as the panoramic setting on APS film.

I think that when a lot of high quality wide screen source material (I'm going to upload some to the group files area) is available, then we can appreciate the feature better. At the moment to get a wide screen image from a conventional SSTV image is going to reduce the quality in someway (if you cut off the top and bottom and stretch, then you're getting a lower resolution because it's stretched. If you stretch horizontally, you'll be getting distortions). I'm also going to upload the wide screen test card for everyone to use.

This wide screen ratio is about the same as Cinemascope (it's 2.5:1, and Cinemascope is 2.55:1), so you can get screen grabs from cinemascope films. It's also technically very preferred.

If you've not got wide screen images, then you may just be seeing this fairly impressive looking wide screen black screen, but not actually seeing any real wide screen images! If you've not got any images to try with it, then I'll certainly upload some. Seeing the image in wide screen is very impressive, and will probably convert you instantly. This is a particularly wide wide screen, and is really impressive when you see it! One source for an image may be your rig. Many UHF and VHF mobile (like for a car, but some use them as a base) rigs are about the same as the aspect ratio (or a little wider). A digital photo of one of these really looks quite good. If you've got a digital camera, here are some instructions how I would recommend you go about making
a wide screen image:-

1: Put the camera in 640x480 resolution (most do this. If not, get it in something higher than this. If you can't then you won't do it very well). Do not be tricked into the trap of selecting something higher than 640x480 just because your camera supports it - you can get a liaising, reducing the quality.

2: When you take your photo, imagine having the top and bottom cut off. If you're feeling brave, get some insulating/masking tape (if it's not a TTL viewfinder) and put it over the front of the viewfinder to make it the correct aspect ratio, so you can get your image just right.

3: When you've got it in your computer (hopefully you've used highest quality image, or uncompressed if available (FlashPix is better than JPEG if you can do this) so you get the best quality image), crop the image to 640x256 (or in Paint Shop, use the "canvas size" tool under "Image" and "center vertical"). You've now got your wide screen image, in very high quality. If you've got Paint Shop Pro 7, then use the "automatic contrast enhancement" then "automatic saturation enhancement", then "edge preserving smooth" with factor 2 and the "sharpen" filter to make the image the best possible quality. In the enhancement filters, adjust the settings until the image is how you like it. This way, you'll have an excellent source.

You can't really appreciate wide screen until you've got a good image. Simply cropping and resizing a 320x256 image isn't enough for you to really appreciate this.

Last tip: When transmitting wide screen, you want to aim for a mode with around 220 seconds transmission time. Scottie DX is a good mode. Perhaps Marc could advise? The point of the slower modes is that you get a better vertical resolution. In a situation such as this where you can't resolve to 1 pixel ever, then you must try to get as close as you can. Using a mode that resolves to 1 pixel when squashed is great, since then you're getting the best from the system.

PROFILES

The Profiles feature can be used to tailor your filter selections for various band conditions and SSTV+ modes. This feature may eliminate a lot of mouse clicks if you set it up correctly. Simply label each profile and Profiles will remember the last filter selection you made for that profile.

Here are Sam Hunt's comments.

Select the profile you want to use.
Change the settings, ignoring the profile.
When you change to another profile, the settings will be picked up from last time you used that profile. When you go to this profile again, the settings that it was on before you changed profiles will be restored.

How to use the profiles:-

1:Name all of the profiles. I suggest using names such as "IVAL", "IVALTV", "CALVS", etc. This means that all of the NR settings will be changed to the most appropriate for the selected mode. To name them, go to the "Profiles" menu and "Rename". It asks you for the name for each profile number, so it says "Profile 1 name?", and you enter the name you want to have for Profile 1 under the menu. Leaving it blank if you're not going to have that profile makes things easier to read (sometime I'll get around to hiding the blank ones even!)

2:- Now, select each profile, setting the settings you want for that profile.

All done!

MULTIPLE IMAGE TRANSMISSION

This option allows you to send two separate images at once if you wish to save some transmission time.

Here are Sam's Comments

This basically means that you're getting "2 for the price of 1". It transmits two images at once. How? By transmitting both at half vertical resolution. This means that you're transmitting with 128 lines, not 256, but the quality reduction is not actually that noticeable.

The full instructions are in the help menu how to use it. Try it and let me know what you think.

POSITIONING SSTV+ ON THE WINDOWS DESKTOP

This version has the ability to remember where to open the SSTV+ program on the Windows Desktop, so you can get it to start up in the same place on the Windows desktop each time you open the SSTV+ program. To position the SSTV+ window on the Windows Desktop simply right
click on the gray area under the check boxes in the SSTV+ program. The next time you open the SSTV+ program it will remember to open it's window at this location on the Windows Desktop.

LICs AND LIC+

LICs and LIC+ perform two major functions. Both allow you to decode the picture even when you have missed as much as one fourth of the image (late starts on the interlaced modes only). It also contains your call sign and the SSTV+ mode you have chosen to encode your SSTV+ image. The LICs or LIC+ information is stored in the first 16 lines of all IAL and CS based modes. The late start feature only works for the interlaced modes (IVALTV and CALVSTV). The other modes use LICs to store your call sign and the SSTV+ mode you have selected.

In order to incorporate LICs or LIC+ in IVAL and IVALTV, IAL protection for the Green Channel only was deactivated for the first 16 lines of the encoded image. The LIC information is stored in this area and activating IAL for the green channel in this area interfered with the operation of LIC. As a result, you may find some yellow and or green speckles in this area when the signal to noise ratio is poor. Adding a yellow/green banner to mask the first 16 lines of the picture can alleviate this problem. I have posted an example of this banner on the SSTV_PLUS Yahoo Group.

CS is active on the red, blue and green color channels for CALVS and CAVLSTV in the LIC area. So you won't have to worry about the LIC area being adversely affected by noise when you use these modes.

Here are some comments from Sam Hunt.

Marc refers to my modified version of the interlacing system. My method differs in three main ways. Firstly, it uses 32 repeats. This is proving to spread the noise out the most (so the NR filters have the best chance of removing it). Secondly, the lines are moved in pairs. This means that IAL still has its very good OCI/CCI rejection capabilities. Thirdly, the lines are sequenced differently, so unlike a TV mode, whereby a static crash across 4 lines (or however many) will start to make the static become 2 or 3 lines big, this will try and keep static crashes apart, so the NR filters have the best chance at removing the static crash. One fault with TV modes is that they fail when partially started.

I have added error correction now to the LIC, and done a little adjustment to it. It now can tolerate fairly high levels of slant and noise (I've got it > working reliably when the S:N is -4dB), since it has a CRC. Hopefully, it should not tell you that the CRC is correct when it's not. The CRC is designed so that if it's not sure about the call sign, then it will let you know that the data is possibly wrong by adding "(Bad CRC)" to the end of the decoded call sign text. Please let me know if the CRC causes concern.

I hope that this rather radical change to the LIC code will make the LICs as reliable as they should be. Now, instead of fine-tuning onto the pixels (as it did before, but in the presence of noise could decode wrong) this decoder simply just tries 10 different positions (5 either side of where it should be), and decodes the digital data from all 10 positions. This is added to the digital decoding list and the digital error correction systems can then try and pull any sense out of all of the rubbish. Using very advanced matrixing systems, it can get the correct call sign when only 1 LIC remains, or part of each call sign has been destroyed, but a good part coincides on 2 LICs at any one time. If bandwidth allowed, then I would use far more robust error correction, but sadly I can only be certain of resolving to 4 pixels (so the LIC bits are 4 pixels wide. The image will resolve to 2 pixels, but there is a rise & fall time and ringing to take into account). Multilevel keying is out the question, since once

the noise gets poor then the levels will fail. Oh yes, I nearly forgot:- These LICs are incompatible with those of Previous versions!

I've also altered the IAL program, so that the LICs do not have to alter the image quality so much. In the latest IAL version (attached) you will find "LIC+". Turning this on uses full LICs (7 of them), and turning it off only uses 1. 1 is only of use in good condx (since there's nothing to give error correction with) to indicate the call sign and mode. Partial starts also can't be accommodated, since this needs at least 2 to get a "lock" on the image. However, the effect to the image is that only 1 scan line is reduced in quality (and this isn't noticeable), so the image quality reduction is far less. It's right at the top, so you won't really notice it anyway. This single LIC is only of use to signal the call sign and mode. Nothing else.

SETTING THE OUTPUT POWER FOR THE SSTV+ MODES

Due to the fact that USA stations are limited to 1500 watts PEP output the maximum power for all of the SSTV+ modes is limited to 1500 watts PEP output. Due to the fact that all the SSTV+ modes transmit the sync pulse at 100% power you will use the sync pulse to set your maximum legal output power for all the SSTV+ modes in the States.

For all the SSTV+ modes the actual power level varies in the same proportion between the blue, red and green channels. The Blue channel has the least amount of power because it has the highest noise immunity. The green channel has the most power because it is the most sensitive channel to noise. The red channel is transmitted at an intermediate power level. However, the synch pulse of all the SSTV+ modes will always be transmitted at 100% output power. The duty cycle will be about 35% when a 3 to 1 power ratio is observed between the sync pulse and the average RGB channel output power.

If you are using your transceiver only to transmit any SSTV+ mode set your power output so that the SSTV+ sync pulse equals the maximum output power of your transceiver for SSB service. You will find that a ratio of 3 to 1 between the average output power of the RGB channels to the peak output power of the sync pulse is normal and safe if your transceiver is rated at 50% duty cycle for SSB.

Here is an example for a 100-watt output exciter. Set the drive level so that the Sync Pulse generated by any SSTV+ mode equals 100 watts output. The average RGB channel output power will be about 33 watts. The duty cycle will be approximately 35% in this case.

If you are using your transceiver to drive a linear amplifier to transmit any SSTV+ mode set your drive level so that the SSTV+ sync pulse equals the maximum output power that your linear amplifier has been designed to safely handle for SSB service (observing the legal power limit). You will find that a ratio of 3 to 1 between the average output power of the RGB channels to the peak output power of

the sync pulse is normal and safe.

If your linear amplifier is rated at 1500 watts PEP output continuous duty or 50% duty cycle for SSB you can safely transmit the SSTV+ sync pulse at 1500 watts PEP output and the picture information (red, green and blue channels) will range from approximately 165 watts PEP output for the blue channel, to 885 watts PEP output for the green channel, or about 500 watts on an average reading wattmeter. The duty cycle will be about 35% for this example.

In both cases simply make sure that the sync pulse generates the maximum output power that the transceiver or linear amplifier will safely handle. Once this is done you will have the correct power ratio between the red, green and blue channels, which contain the picture information, and the sync pulse (3 to 1).

If you are a QRP SSTV operator you can set your power output as follows. You can adjust your output power so that the sync pulse is transmitted at 5 watts output. Once you have set the sync pulse power at 5 watts the average RGB channel power will be about 1.7 watts output. The duty cycle will be about 35% in this case. The power ratio between the sync pulse and the RGB channels will be 3 to 1.

Sam Hunt feels that the best results, as far as picture quality is concerned, will be achieved when the output power ratio between the sync pulse and the RGB channels is 3 to 1 rather than 2 to 1.

I have received many 20-meter QRP (ranging from 500 MW to 5 watts) SSTV+ pictures from Joel, KE1LA and they were all received in perfect condition except for a few, which were only slightly affected by QRM. I think that you will be amazed at the quality of SSTV+ generated QRP images. If conditions are marginal I suggest the use of IVALTV for HF QRP SSTV.

Please note that the audio output level in the MMSSTV program is not equal for VARISSTV and CSSTV. The audio output level is greater for CSSTV so you must compensate for this reduced audio level for VARISSTV by either increasing the "OUTPUT" level in MMSSTV's Transmit Tab or by increasing the audio level of the sound card in order to compensate for this difference.

PROGRAM VERSION NUMBERS

Here are Sam Hunt's comments.

I've decided to make the version numbers make some sense. At the moment, there is no real logic to them. Here's my system:-

A version is defined as "stable" when no bugs (that we know of!) exist. First number (major release, is currently 2). This will stay at 2 for the moment, until I do another major release. I'm planning to do this when the program is stable and has all the features we want.

Second number (minor release, is currently 4). This will go up every time a new feature is added. However, new features will not be added until the last minor release is stable.

Revision (last number, is currently 1). This will go up for every time I send a different version out. Hopefully 1 should be stable, but if it's found to be unstable, then I make an alteration and call this 2. Another alteration, 3, and so on. This keeps going until the release is stable. It will normally start at 0, but I did a little alteration, so had to recompile.

The stable releases (when they are decided to be stable) will be placed in the files area. Also, a history of all of the releases will sit there, explaining the improvements. A stable release should really be used if you're just "using" the system, but if you want to help me develop the system, I would appreciate it if you could use the latest version (even though it may not have been deemed stable yet), so you can find out if it is stable. When nobody has complained about bugs, then I'll deem it stable, and then I can implement another feature or two.

I won't implement more than 1 feature normally. When I do, it is because I am confident that any bugs in one will create obviously different errors to bugs in the other. For instance, changing the caching system and the B NR at once (not that I'm planning to!) would not be done, since a bug in either is not obvious where it's coming from. However, the tonal NR and profiles are fairly different, so if the settings are not sticking, then it's very unlikely that the tonal NR is doing this. Also, if the picture ends up green, then it's unlikely the profiles are causing this!

HISTORY OF VERSION UPDATES

2.4.0:
Not publicly released. Internal test

2.4.1(STABLE):
Tonal NR slider,
Profiles,
Certified call signs removed,
Awarded call signs added.

2.5.0:
Multiple transmissions added.

FINAL COMMENTS

The SSTV+ program should be considered a Beta Program. This product is still in the development stage. Let us know if you have any problems with the program. We would also be very much interested in your evaluation of the program and any comments you may want to offer about the performance of IVAL, IVALTV and VARITV, or CALVS and CALVSTV. The VARI_IAL Yahoo Group has been renamed to SSTV_PLUS.

Please join the SSTV_PLUS Yahoo Group (SSTV_PLUS@...) which is devoted to the development and evaluation of SSTV+. Please join this group and share your experiences with this product with us.

Please note that SSTV+ was developed by Sam Hunt and is offered free of charge to the MMSSTV Amateur Radio community. There will be no charge for this product now or in the future. Once the SSTV+ program is ready for public release we hope that it will be added as a plug in program along with MMSSTV so that entire MMSSTV community will be able to evaluate this program. If the reaction to the SSTV+ program is positive then Mako will most likely incorporate a real time version of SSTV+ into the MMSSTV program. So your comments and evaluations are very important to the further development of SSTV+.

Please enjoy the program.

73
Marc
wa4ire

175. Wide screen pictures.

Yahoo group: sstv_plus
Date: 2001-11-14 18:46:49 UTC
From: wa4ire@yahoo.com
Topic: 175 Message: 175

Hi Sam,

Can you post some high quality wide screen pictures? I am looking for a few good pictures which will demonstrate how well the widescreen option works.

73
Marc
wa4ire

176. SSTV+ Net Pictures 14.227MHz 03:00 UTC or 10PM EST

Yahoo group: sstv_plus
Date: 2001-11-15 14:01:37 UTC
From: wa4ire@yahoo.com
Topic: 176 Message: 176

Hello,

I have opened a folder under the Photos section of SSTV_PLUS entitled SSTV+ Net Pictures. I plan on posting the SSTV+ pictures received during the net session in this folder for everyone to view. I have already uploaded about 75% of the net pictures to this folder. If you don't see a picture you sent on the net it is due to the fact I saved it as a .BMP file rather than a .JPG file. Unfortunately, the Photos section only accepts .JPG files.

I will add new net pictures each day so you can view how your pictures were received at wa4ire.

Please check into our informal SSTV+ Net and trade some SSTV+ pictures with the SSTV+ group. The Net starts at 10 PM EST or 03:00 UTC on 14.227 MHz daily. I hope everyone can check in and join the fun.

For those of you who are in distant lands and can't hear us I encourage you to start your own SSTV+ Net in your part of the world.

Check out the QRP Pictures from KE1LA Joel. Joel's QRP SSTV+ pictures have ranged from 500 MW to 5 watts output. I am truley amazed at how well QRP SSTV+ images have been received. Joel and I are about 1400 miles apart. In most cases I cannot copy Joel on QRP SSB after he makes a SSTV+ QRP transmission yet I have received his pictures closed circuit most of the time except when there has been some QRM.

Also, N1YLE Rick, WA1RKA John, WB2FYZ Vince, and K9SYL Syl have sent some high quality wide screen pictures. You can view them in widescreen by encoding and decoding these pictures again in SSTV+.

I hope you all enjoy the pictures.

73
Marc
wa4ire

177. SSTV+ version 2.6.0

Yahoo group: sstv_plus
Date: 2001-11-15 17:34:52 UTC
From: Samuel Hunt
Topic: 177 Message: 177
Attachments: 2 described; binary payloads are missing from this source WARC

Hi all!

I've decided to address a slightly different problem in this version - the lack of noise immunity on the top 16 lines in a TV mode.

How I've gone about fixing this is unconventional (as in, it's not doing image masking), but it's fairly effective. What it does is to place another row of digital codes (very similar in nature to the LICs) below the LICs, which carry just enough information to form a header line (saying simple things, such as "Marc WA4IRE").

This header line, however, can only carry 12 bytes @ 6 bits! 12 bytes by itself is only enough to carry "Marc WA4IRE" (two spaces). It could not carry the colour information. The colour information is carried as hexidecimal on the beginning as 2 bytes, so there is only actually 10 bytes to play with.

Without compression, obviously, the amount of data which can be conveyed is insufficient for most purposes. Therefore, compression exists. Knowledge of the compression artifacts is essential to get the most from it (actually, it's not really limiting).

It is very likely you want your callsign in the header. Marc's callsign is 6 bytes. This is far too much. However, we know his callsign from the LICs. The LICs also are slightly more robust (I had to trade off robustness against amount of data!). Therefore, when you enter the callsign in the line, it replaces it with a "!". This saves 5 bytes by itself. You probably would want the image to have your name on the left and your callsign on the right (or something like), and to do this you stick a lot of spaces between each until it is justified how you want it. However, these spaces take up a lot of room. Therefore, they are compressed. The compression system counts the number of spaces, then puts one space, then the number of spaces (up to 9), so 9 spaces is turned into " 9", and 12 spaces is " 9 3". This is much more efficient on space, again. Why not make 1 space " 0"? Because " " (two spaces) would be interpreted as " 0", and the padding is spaces on the end.

It's a little complex, and just to complicate it more, lowercase cannot be transferred! This is because of the 6 bit transfer. Perhaps later I can support it.

This is primitive compression, but it is enough to get the required data across. It's also more resistant to errors than complex compression. I may make it more complex later, if needed.

Personally, I think that this header line looks very good. It appears to be more than robust enough under my tests, and it conveys the information

required far clearer than a picture header could do under the same conditions (I think it "breaks down" at about the same point that a picture header becomes unreadable, too)

Let me know what you think. I know you can't get around this header if you don't want it (sorry, but I've not had time to implement this yet), but it may be that you don't need it. Let me know if you do. Also, if the lack of lowercase is an issue, I can add lowercase characters.

Oh yes, and 2.5.0 seems to be stable, so I've declared it stable.

Sam

178. New file uploaded to sstv_plus

Yahoo group: sstv_plus
Date: 2001-11-15 18:04:51 UTC
From: sstv_plus@yahoogroups.com
Topic: 178 Message: 178

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the sstv_plus
group.

File : /WIDE SCREEN/grunman.psp
Uploaded by : shunt010@...
Description : Grunman Widescreen image example

You can access this file at the URL

http://groups.yahoo.com/group/sstv_plus/files/WIDE%20SCREEN/grunman.psp

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

shunt010@...

179. New file uploaded to sstv_plus

Yahoo group: sstv_plus
Date: 2001-11-15 18:07:05 UTC
From: sstv_plus@yahoogroups.com
Topic: 178 Message: 179

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the sstv_plus
group.

File : /WIDE SCREEN/sesat.psp
Uploaded by : shunt010@...
Description : Sesat widescreen image example

You can access this file at the URL

http://groups.yahoo.com/group/sstv_plus/files/WIDE%20SCREEN/sesat.psp

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

shunt010@...

180. PROPOSED CHANGE IN THE VARISSTV RGB POWER LEVELS

Yahoo group: sstv_plus
Date: 2001-11-15 19:56:57 UTC
From: wa4ire@yahoo.com
Topic: 180 Message: 180

Hello,

Sam is seriously considering changing the VARISSTV RGB channel power levels in order to improve upon the quality of the SSTV+ modes. The duty cycle would be increased from about 35% to 50%. Almost all transcievers and linear amplifiers are rated at 50% duty cycle for SSB operation. Remember CSSTV has a duty cycle of 100%.

Sam asked me to test two different RGB power levels. VARI2 is compatible with all the SSTV+ modes. VARI3 enhances the performance of CALVS and CALVSTV.

I found that CALVSTV and CALVS handled noise better than the present RGB power levels which we will label VARI. Also, CALVS and CALVSTV is very much like CSSTV as far as its resistance to yellow shift on white or pale blue backgrounds. Hue shift does not appear to be a problem with the CS based modes (CALVS and CALVSTV). VARI3 reduces noise better than VARI2 and VARI2 does a better job than the original VARI for CALVS and CALVSTV. Hue shift does not appear to be an issue with CALVS or CALVSTV when the orignal VARI or VARI2 or VARI3 is used.

The CS modes have a bright future and may utlimately replace the IAL based modes if we can attain the same degree of noise immunity as the IAL based modes give.

The only problem with the IAL based modes is that when the signal to noise ratio is very very poor a yellow or blue shift can show up in the picture in the form of yellow or blue splotches or streaks. I found that VARI2 significantly reduced yellow and blue shift when compared to the orignal VARI for IVAL, IVALTV and VARITV. However, CALVS and CALVSTV did a better job than IVAL, IVALTV and VARITV maintaining hue integrity when the signal to noise ratio was very very poor when VARI, VARI2 or VARI3 was used.

The HF simulator program we used injected noise into the picture so that 60% of the picture contained noise. I had some trouble loading my .BMP test files into the files section of SSTV+ so I opened a folder under the Photos section of SSTV+ entitled "CSSTV VS Proposed VARI2 and VARI3" Please check out the test photos and give us your opinion on the quality of the test VARI, VARI2 and VARI3 images compared to the CSSTV test picture.

The next step is to test VARI2 and VARI3 for noise immunity caused by QRM, QSB and QRN. I plan on adding some more test pictures so you can see how VARI, VARI2 and VARI3 handle white and pale blue backgrounds.

In summary it appears that we can significantly improve the performance of the SSTV+ modes by tweaking the power levels of the RGB channels while maintaining a 50 % duty cycle. I will let Sam do the honors and describe the technical details to everyone .

We will keep everyone informed.

73
Marc
wa4ire

181. Hi Res modes

Yahoo group: sstv_plus
Date: 2001-11-15 23:13:48 UTC
From: kq4ft@mpinet.net
Topic: 181 Message: 181

Hi Sam,

Had a thought while commuting this day.
How about a high res mode for the widescreen, so that the PD modes
could be used in MMSSTV. Sure would make for some nice WS pictures.

John KQ4FT

182. Re: (Via SSTV+ reflector) SSTV+ Net Pictures 14.227MHz 03:00 UTC or 10PM EST

Yahoo group: sstv_plus
Date: 2001-11-16 15:14:42 UTC
From: Ric Shanahan
Topic: 176 Message: 182

Hi Marc,
There should be an attachment to this reply. Please
scan for typos and use it if you find the technique
useful. I will play with v 2.6 and try to contact you
on the air.
73 de Ric, N1YLE

_____
Do You Yahoo!?
Find the one for you at Yahoo! Personals
http://personals.yahoo.com

183. RE: (Via SSTV+ reflector) SSTV+ Net Pictures 14.227MHz 03:00 UTC or 10PM EST

Yahoo group: sstv_plus
Date: 2001-11-16 15:28:17 UTC
From: MGuitard@mmhs-fla.org
Topic: 176 Message: 183

Hi Ric,

I did not receive an attachment to this email. However, I did receive your last email concerning the wide screen instructions. I plan on posting those instructions tonight. I just have not had the time to do it yet.

Your wide screen pictures were perfect. I think that many people will benefit from your wide screen instructions.

Let us know how you like the digital header or banner on v2.6.0 Ric.

Please check into our informal SSTV+ net on 14.227. Looking forward to trading more pictures with you soon Ric. Until then 73 Marc wa4ire

-----Original Message-----
From: Ric Shanahan [mailto:Ric_Shanahan@...]
Sent: Friday, November 16, 2001 10:15 AM
To: sstv_plus@yahoogroups.com
Subject: Re: (Via SSTV+ reflector) SSTV+ Net Pictures 14.227MHz 03:00 UTC or 10PM EST

Hi Marc,
There should be an attachment to this reply. Please
scan for typos and use it if you find the technique
useful. I will play with v 2.6 and try to contact you
on the air.
73 de Ric, N1YLE

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184. N1YLE'S METHOD OF PREPARING WIDE SCREEN PICTURES

Yahoo group: sstv_plus
Date: 2001-11-17 00:41:06 UTC
From: wa4ire@yahoo.com
Topic: 184 Message: 184

Hello,

Recently on the SSTV+ Net Ric N1YLE treated us to two high quality wide screen IVALTV pictures. I was so impressed with Ric's wide screen pictures that I asked him how he generated them. I want to thank Ric for sharing his technique with the group and I hope everyone will try his method. I have posted both of his wide screen pictures in the PHOTOS section of SSTV_PLUS in a folder called N1YLE wide screen pictures. I will add all of Ric's future wide screen images to this folder.

To view Ric's wide screen images simply encode and decode his ws images in the SSTV+ program with the "widescreen" option selected.

Great job Ric!

73
Marc
wa4ire

Hi Marc,
These are brief instructions for using the standard MMSSTV software for making Widescreen images. I use IrfanView Version 3.33 instead of the standard W98 clipboard and find it quite a bit more useful. Freeware is available at http://www.irfanview.com .

Instructions for using the standard MMSSTV Clipper for IAL Widescreen
==========
MMSSTV uses the "Picture Clipper" function to copy pictures from a file to the TX window. This function can be utilized to support the "Widescreen" mode of Sam Hunt's advanced SSTV programs in certain cases. A high resolution photo can be cropped to the correct W/S aspect ratio using the following technique.

1) On the bottom toolbar, unclick "H/W". This control is used to maintain the correct (320x256) aspect ratio for a normal picture. Widescreen is 640x256. Click the "Stretching" button next to "Max" and select the Stretch mode "Smoothing".

2) Select a point for the upper left corner of the desired image. Move the cursor to this point, depress the left mouse button and hold. While holding the left button down move the cursor to a point for the lower right point of the desired image and release the cursor. Try to maintain the proper aspect ratio for widescreen. This takes a little practice since the "Picture Clipper" does not currently support a cursor position indicator.

(Marc, Sam, and Mako. This would be a useful addition, as would
a "W/S" button for correct for correct widescreen aspect ratio ;-)

3) Click the "OK" button and the image will be squashed into the TX
window. Look for any unusual color artifacts due to pixel "doubling".

4) Copy to IAL and use IAL to encode a widescreen image. Paste in the
TX window then copy back to IAL and decode as a double check. If
everything looks good drag the TX to a blank StockTX frame until you
are ready to send.

That's it!

73 DE RIC, N1YLE

185. Re: N1YLE'S METHOD OF PREPARING WIDE SCREEN PICTURES

Yahoo group: sstv_plus
Date: 2001-11-17 06:40:17 UTC
From: wa4ire@yahoo.com
Topic: 184 Message: 185

Hi Sam,

Ric says "Try to maintain the proper aspect ratio for widescreen.
This takes a little practice since the "Picture Clipper" does not
currently support a cursor position indicator.

(Marc, Sam, and Mako. This would be a useful addition, as would
a "W/S" button for correct for correct widescreen aspect ratio ;-)"

Ric N1YLE offers a suggestion concerning the wide screen option in
SSTV+ in section two of his posting. Please respond to Ric's
suggestion above when you have the time.

73
Marc
wa4ire

- In sstv_plus@y..., wa4ire@y... wrote:
> Hello,
>
> Recently on the SSTV+ Net Ric N1YLE treated us to two high quality
> wide screen IVALTV pictures. I was so impressed with Ric's wide
> screen pictures that I asked him how he generated them. I want to
> thank Ric for sharing his technique with the group and I hope
> everyone will try his method. I have posted both of his wide screen
> pictures in the PHOTOS section of SSTV_PLUS in a folder called
N1YLE
> wide screen pictures. I will add all of Ric's future wide screen
> images to this folder.
>
> To view Ric's wide screen images simply encode and decode his ws
> images in the SSTV+ program with the "widescreen" option selected.
>
> Great job Ric!
>
>
>
> 73
> Marc
> wa4ire
>
>
>
>
> Hi Marc,
> These are brief instructions for using the standard MMSSTV software

> for making Widescreen images. I use IrfanView Version 3.33 instead
of
> the standard W98 clipboard and find it quite a bit more useful.
> Freeware is available at http://www.irfanview.com .
>
> Instructions for using the standard MMSSTV Clipper for IAL
Widescreen
>
==========
> ========
> MMSSTV uses the "Picture Clipper" function to copy pictures from a
> file to the TX window. This function can be utilized to support
> the "Widescreen" mode of Sam Hunt's advanced SSTV programs in
certain
> cases. A high resolution photo can be cropped to the correct W/S
> aspect ratio using the following technique.
>
> 1) On the bottom toolbar, unclick "H/W". This control is used to
> maintain the correct (320x256) aspect ratio for a normal picture.
> Widescreen is 640x256. Click the "Stretching" button next to "Max"
> and select the Stretch mode "Smoothing".
>
> 2) Select a point for the upper left corner of the desired image.
> Move the cursor to this point, depress the left mouse button and
> hold. While holding the left button down move the cursor to a point
> for the lower right point of the desired image and release the
> cursor. Try to maintain the proper aspect ratio for widescreen.
This takes a little practice since the "Picture Clipper" does not
> currently support a cursor position indicator.
>
> (Marc, Sam, and Mako. This would be a useful addition, as would
> a "W/S" button for correct for correct widescreen aspect ratio ;-)
>
> 3) Click the "OK" button and the image will be squashed into the TX
> window. Look for any unusual color artifacts due to
pixel "doubling".
>
> 4) Copy to IAL and use IAL to encode a widescreen image. Paste in
the
> TX window then copy back to IAL and decode as a double check. If
> everything looks good drag the TX to a blank StockTX frame until
you
> are ready to send.
>
> That's it!
>
> 73 DE RIC, N1YLE

186. CSSTV VS VARI2 AND VARI3 PHOTOS FOLDER

Yahoo group: sstv_plus
Date: 2001-11-17 16:36:26 UTC
From: wa4ire@yahoo.com
Topic: 186 Message: 186

Hello,

The PHOTOS section contains a folder called CSSTV VS VARI2 AND VARI3. This folder contains the HF simulator NOISE test results.

The ultimate goal of SSTV+ is to generate an image which has a very high immunity to the effects of QRM, QRN and QSB which cause noise lines and speckles to appear in the received image, while maintaining a low duty cycle, picture sharpness and hue integrity even when the signal to noise ratio is very poor.

Currently VARI/IVALTV offers the best noise immunity of all the SSTV+ modes due to the use of IAL (Inverse Alternate Line) and FEC interlaced scanning.

However, when the signal to noise ratio is very poor VARI/IVAL, VARI/IVALTV and VARI/VARITV generated images with a white or very pale colored background (such as pale blue or pink) tend to exhibit a yellow hue shift. The VARI/IVALTV image of the SHIP shown in the folder offers a good example of a yellow hue shift taking place in an image with a white and pale blue background when the image contains 60% noise. In response to this issue the Yellow Shift and Tonal NR filters were developed to eliminate this yellow hue shift from IVAL, IVALTV and VARITV images.

Also, when the signal to noise ratio is very poor VARI/IVAL, VARI/IVALTV and VARI/VARITV generated images with certain dark colored backgrounds can exhibit a blue hue shift which appears as a blue splotch on the image. As a result, the Blue Shift Filter was developed to reduce these blue splotches when they appear in IVAL, IVALTV and VARITV images. The VARI/IVALTV test image in the folder offers an example of blue shift.

Next Sam developed the CS (Channel Swaping) modes, namely CALVS and CALVSTV. VARI/CALVS and VARI/CALVSTV don't exhibit any hue shift issues so the Yellow Shift, Blue Shift and Tonal NR Filters are not needed with these modes. However, the noise resistance of CALVS and CALVSTV is slighty less effective than the IAL based modes (IVAL, IVALTV).

Next Sam changed the VARISSTV RGB Channel power levels and VARI2SSTV and VARI3SSTV were developed. According to the HF simulator tests I conducted the VARI2 RGB power levels appear to work best with IVAL, IVALTV and VARITV while the VARI3 RGB power levels appear to work best with CALVS and CALVSTV. The duty cycle has been increased from about 35% to 50%. The vast majority of commercial transceivers and linear amplifiers are rated for continous operation at 50% duty cyle,

so this increase in the duty cycle will not be a problem. Remember that CSSTV has a duty cycle of 100%.

The VARI2/IVALTV test image appears to be better than the VARI/IVALTV test image because the yellow and blue hue shift have been significantly reduced. The VARI3/CALVSTV test image appears to be better than the VARI/VARI2/CALVSTV image because it is less grainy. Also The VARI/VARI2/IVALTV and VARI3/CALVSTV test images appear to be less grainy tha the CSSTV test image.

The HF simulator tests also revealed that VARI3 did not work very well with the IAL based modes (IVAL, IVALTV ane VARITV).

You can see this difference much better in the .BMP pictures I created but I was unable to successfully upload these images to the FILES section. So I was forced to use .JPG pictures in the PHOTOS section. Until this is corrected you can request the .BMP version of these test images through wa4ire@....

The Post Reception Filter for IVAL, IVALTV and VARITV is very effective at removing speckles and noise lines. This PR filter is so effective when noise is present in the image that it is equivalent to improving the signal to noise ratio by 3DB. However, a slight reduction in vertical resolution will be experienced when this PR NR is used. However, this slight reduction in the vertical resolution of the image is more than offset by the reduction in noise. If you don't need to use the PR Filter there is no loss in vertical resolution. However, when the PR Filter is not used you may see that the scan lines stand out more for certain colored backgrounds. If this bothers you simply reactivate the PR Filter.

The Post Reception Filter for CALVS and CALVSTV is also very effective at removing speckles and noise lines. However, this PR Filter will slightly reduce the vertical resolution of the image. This PR Filter contains a special Red and Blue depseckle filter. When this PR Filter is active the Red and Blue NR filters should be dactivated for best results. However, at times I have obtained very good results by using the Red and Blue NR Filters with the PR Filter turned off. This filter selection offers better vertical resolution. The Green NR Filter can be used when the PR Filter is on or off.

Also, for ALL the SSTV+ modes the use of the Red, Blue and Green NR speckle filters will not reduce the sharpness of the image. This is also true for the Blue Shift and Yellow Shift Filters. The line Double Filter will distort the image for ALL the SSTV+ modes if the aggressiveness of this filter is set to high. Simply reduce the agressiveness of the Line Double Filter when distortion of the image is observed. The Tonal Filter which is used in conjunction with the Yellow Shift Filter to eliminate a yellow hue shift in the IAL based modes (IVAL, IVALTV and VARITV) when the signal to noise ratio is very poor can also wash out the image if the agressiveness of this filter is set too high. Simply reduce the agressiveness of the Tonal

Filter when the image appears to loose color.

Sam is also experimenting with a custom Post Reception Sharpness Filter. The initial testing of this proposed filter has shown that this sharpness filter is extremely effective. I have created a folder called Proposed Post Reception Sharpness Filter in the PHOTOS section and I have included a few images showing the effectivenss of this filter.

The implementation of VARI2 and VARI3 will require that MAKO change the VARISSTV RGB power levels in the MMSSTV program.

VARI2/IVAL, VARI2/IVALTV and VARI2/VARITV will offer greater resistance to yellow and blue shift when the signal to noise ratio is poor. Also VARI2/IVAL and VARI2/IVALTV generated images will be less grainy than CSSTV images.

Sam and I have great hopes for VARI3/CLAVS and VARI3/CALVSTV. The overalll picture quality of VARI3 should be superior to CSSTV because the VARI3 generated images will normally be less grainy than CSSTV images and the hue shift issue appears to be resolved based upon our HF simulator tests.

ALL the VARI/VARI2/VARI3 SSTV+ modes should exhibit less noise than CSSTV images.

Sam and I will keep you posted on further developments.

73
Marc
wa4ire

187. Version 2.6.0 Runtime error

Yahoo group: sstv_plus
Date: 2001-11-18 14:41:19 UTC
From: kq4ft@mpinet.net
Topic: 187 Message: 187

Hi Sam,

Had the time to try Version 2.6.0 and every time the program was used to decode it generated a runtime 5 error. Switched back to 2.5.0 and no problems.

Thanks

John KQ4FT

188. Re: (Via SSTV+ reflector) Re: N1YLE'S METHOD OF PREPARING WIDE SCREEN PICTURES

Yahoo group: sstv_plus
Date: 2001-11-17 22:21:02 UTC
From: Samuel Hunt
Topic: 188 Message: 188

----- Original Message -----
From: wa4ire@...
To: sstv_plus@yahoogroups.com
Sent: Saturday, November 17, 2001 6:40 AM
Subject: (Via SSTV+ reflector) Re: N1YLE'S METHOD OF PREPARING WIDE SCREEN PICTURES

Hi Sam,

Ric says "Try to maintain the proper aspect ratio for widescreen.
This takes a little practice since the "Picture Clipper" does not
currently support a cursor position indicator.

(Marc, Sam, and Mako. This would be a useful addition, as would
a "W/S" button for correct for correct widescreen aspect ratio ;-)"

Ric N1YLE offers a suggestion concerning the wide screen option in
SSTV+ in section two of his posting. Please respond to Ric's
suggestion above when you have the time.

I'll try, but I have to confess as to being a little confused. From what I understand, he would like it so that when the picture clipper is scaled, then it says the cursor position or the aspect ratio?

I suppose that I could make a program (seperate to SSTV+), which is "widescreen tools". This would feature settings to crop, rescale, letterbox, etc, an image to convert it to/from widescreen. I invisage an image being loaded from disk (or the clipboard), then it appears in it's stored aspect ratio (presumably something like 640x480, but it could be 800x600). A red box then appears, which you can move up and down in the image to crop the top and bottom to how you would like the image to look. When the box is where you would like it, you click on "crop", then the image is cropped to a 640x320 image, ready for widescreen. It can save it as 640x256 (so it's stored in widescreen), or as 320x256 (squashed), so that when it's transmitted, time is not wasted to squash it.

This program would also contain features to convert a 640x256 widescreen image back to a "standard" 320x256 image. It would have a square box, which you can move from side to side to get the correct "slice".

Is this something like you would like? If so, I think I could make this program.

Sam

73
Marc
wa4ire

- In sstv_plus@y..., wa4ire@y... wrote:
> Hello,
>
> Recently on the SSTV+ Net Ric N1YLE treated us to two high quality
> wide screen IVALTV pictures. I was so impressed with Ric's wide
> screen pictures that I asked him how he generated them. I want to
> thank Ric for sharing his technique with the group and I hope
> everyone will try his method. I have posted both of his wide screen
> pictures in the PHOTOS section of SSTV_PLUS in a folder called
N1YLE
> wide screen pictures. I will add all of Ric's future wide screen
> images to this folder.
>
> To view Ric's wide screen images simply encode and decode his ws
> images in the SSTV+ program with the "widescreen" option selected.
>
> Great job Ric!
>
>
>
> 73
> Marc
> wa4ire
>
>
>
>
> Hi Marc,
> These are brief instructions for using the standard MMSSTV software
> for making Widescreen images. I use IrfanView Version 3.33 instead
of
> the standard W98 clipboard and find it quite a bit more useful.
> Freeware is available at http://www.irfanview.com .
>
> Instructions for using the standard MMSSTV Clipper for IAL
Widescreen
>
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> ========
> MMSSTV uses the "Picture Clipper" function to copy pictures from a
> file to the TX window. This function can be utilized to support
> the "Widescreen" mode of Sam Hunt's advanced SSTV programs in
certain
> cases. A high resolution photo can be cropped to the correct W/S
> aspect ratio using the following technique.
>
> 1) On the bottom toolbar, unclick "H/W". This control is used to
> maintain the correct (320x256) aspect ratio for a normal picture.
> Widescreen is 640x256. Click the "Stretching" button next to "Max"
> and select the Stretch mode "Smoothing".
>

> 2) Select a point for the upper left corner of the desired image.
> Move the cursor to this point, depress the left mouse button and
> hold. While holding the left button down move the cursor to a point
> for the lower right point of the desired image and release the
> cursor. Try to maintain the proper aspect ratio for widescreen.
This takes a little practice since the "Picture Clipper" does not
> currently support a cursor position indicator.
>
> (Marc, Sam, and Mako. This would be a useful addition, as would
> a "W/S" button for correct for correct widescreen aspect ratio ;-)
>
> 3) Click the "OK" button and the image will be squashed into the TX
> window. Look for any unusual color artifacts due to
pixel "doubling".
>
> 4) Copy to IAL and use IAL to encode a widescreen image. Paste in
the
> TX window then copy back to IAL and decode as a double check. If
> everything looks good drag the TX to a blank StockTX frame until
you
> are ready to send.
>
> That's it!
>
> 73 DE RIC, N1YLE

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189. EXAMPLES OF THE NEW DIGITAL BANNER (V2.6.0)

Yahoo group: sstv_plus
Date: 2001-11-18 20:51:21 UTC
From: wa4ire@yahoo.com
Topic: 189 Message: 189

Hello,

Version 2.6.0 of SSTV+ introducecs the new digital banner. You can view examples of this banner in the folder entitled "CSSTV VS proposed VARI2 and VARI3" in the PHOTOS section.

The nice thing about the digital banner is that the quality will not degrade unless the digital information is not decoded due to a very poor signal to noise ratio.

The HF simulator tests I have conducted recently predict that you should be able to decode the banner under all but the worst of band conditions. Very strong QRM can also cause a banner decode failure. However an analog banner will also do poorly under these conditions.

The Folder shows my custom analog banner for the CSSTV+ test picture of the ship. The other SSTV+ ship test images are using the new digital banner. You have a choice between several banner background colors and text colors. The HF simulator was set up to simulate a poor signal to noise ratio on the 20 meter band (60% noise).

73
Marc
wa4ire

190. IVAL, IVALTV and VARITV FILTER USE PRACTICE

Yahoo group: sstv_plus
Date: 2001-11-18 21:37:05 UTC
From: wa4ire@yahoo.com
Topic: 190 Message: 190

Hello,

I have created a folder in the FILES section entiteld "IVALTV FILTER USE", which contains several encoded IVALTV pictures you can practice decoding with different filter selections. I have also included a decoded version of the encoded picture to demonstrate what filter selection I used when I decoded the picture. If you have Paint Shop Pro 7 try the Salt and Pepper filter. It's awesome at cleaning up any noise that may be left in the picture without reducing the resolution of the picture when set to 1 or 3.

I have discovered that the Salt and Pepper filter and most of the other filters used on PSP7 are most effective when you decode the SSTV+ image using the appropriate SSTV+ filters first. If you bypass the SSTV+ filters you will have to use more agressive values for the Salt and Pepper filter and the resolution of the picture will degrade. Rememeber the goal is to use the PSP7 filters to reduce or eliminate what noise gets through the IAL or CS processors and the SSTV+ filters without degrading the resolution of the picture.

Speaking of the Salt and Pepper filter Sam is working on his version of this filter and if all goes well it will be added to SSTV+ soon.

This filter use practice session will also apply to using these same filters to clean up IVAL and VARITV images.

I plan on adding another folder soon which will offer filter use practice to clean up CALVS and CALVSTV images.

Please note the title of the decoded picture as I included the filter selection I used. For example,

PR = Post Reception filter (removes noise lines)
BNR = Blue NR (removes blue speckles and noise lines)
GNR = Green NR (removes green speckles and noise lines)
RNR = Red NR (removes red speckles and noise lines)
YSNR = Yellow Shift NR (removes yellow speckles,streaks,splotches)
BSNR = Blue Shift NR (removes blue splotches)
Tonal NR = Used in conjunction with the Yellow Shift Filter)
Line Double Filter = Used to eliminate noise lines cause by QRM.

I hope that you will find this practice session helpful an will aid you in the proper use of the SSTV+ filters for IVAL, IVALTV and VARITV generated images. Have fun.

73
Marc

wa4ire

191. 14.227 MHz SSTV+ NET

Yahoo group: sstv_plus
Date: 2001-11-18 23:07:16 UTC
From: wa4ire@yahoo.com
Topic: 191 Message: 191

Hello,

The SSTV+ Net meets daily on 14.227 MHz at 10PM (03:00 UTC) on Monday through Thurdsday. The net will meet on 14.227 MHz at 9 PM EST (02:00 UTC)on Friday through Sunday starting next weekend. The net will not meet if there is a major contest going on.

This net is informal but we are going to start to ask for check-ins at the start of the net and we will pause occasionally for stations wishing to break-in when we turn it over to the next station in the rotaion in order to encourage as many people as possible to participate.

If you are unable to hear wa4ire you are encuraged to break the net through a participating station that you can hear and you will be added to the station check-in list. Once you are checked-in you can join in on the fun.

The purpose of the net is to encourage the use of SSTV+ and to gain experience using the program. Most importantly we gather to trade SSTV+ pictures for the purpose of having fun.

Also if you are a new user of SSTV+ you are encuraged to check-in and ask any questions you may have about the program. We can also provide on the air assistance in using SSTV+. Also if you are experiencing any problems with SSTV+ please check in and report these issues to us so we can help you resolve them. In many cases we can resolve your problems immediately on the air.

All the net pictures will be posted daily in the 14.227 MHz Net Pictures folder in the PHOTOS section. The old net pictures will be transferred to your personal folder in the PHOTOS section.

Most of the net pictures have been IVALTV generated images. I would encourage you to try CALVSTV too. Check out the beautiful CALVSTV picture N1YLE sent last Friday (the picture is presently in the Net Pictures folder).

If you are hearing us in Europe please join in on the fun.

See you all on 14.227 MHz.

73
Marc
wa4ire

192. RUNTIME 5 ERROR WITH VERSION 2.6.0

Yahoo group: sstv_plus
Date: 2001-11-19 18:47:39 UTC
From: wa4ire@yahoo.com
Topic: 192 Message: 192

Hi Sam,

I received a report from wa1rka that he is experiencing a Run Time 5
error each time he decodes an IVAL picture.

73
Marc
wa4ire

193. BANNER AND TEXT FAIL TO APPEAR ON IVAL AND CALVS

Yahoo group: sstv_plus
Date: 2001-11-19 18:49:36 UTC
From: wa4ire@yahoo.com
Topic: 193 Message: 193

Hi Sam,

I am receiving reports that the banner does not appear on IVAL and
CALVS generated images.

73
Marc
wa4ire

194. Re: (Via SSTV+ reflector) BANNER AND TEXT FAIL TO APPEAR ON IVAL AND CALVS

Yahoo group: sstv_plus
Date: 2001-11-19 19:00:35 UTC
From: Samuel Hunt
Topic: 194 Message: 194

They shouldn't - just the TV modes.

However, I will include it for ALL modes if you want.

Sam
----- Original Message -----
From: wa4ire@yahoo.com
To: sstv_plus@yahoogroups.com
Sent: Monday, November 19, 2001 6:49 PM
Subject: (Via SSTV+ reflector) BANNER AND TEXT FAIL TO APPEAR ON IVAL AND CALVS

Hi Sam,

I am receiving reports that the banner does not appear on IVAL and
CALVS generated images.

73
Marc
wa4ire

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sstv_plus-unsubscribe@yahoogroups.com

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195. Re: (Via SSTV+ reflector) BANNER AND TEXT FAIL TO APPEAR ON IVAL AND CALVS

Yahoo group: sstv_plus
Date: 2001-11-19 19:23:49 UTC
From: wa4ire@yahoo.com
Topic: 194 Message: 195

Hi Sam,

Extending the digital banner to all the other modes is a good idea. I like the digital banner concept. However, I have noticed banner decode errors occasionally while still properly reading the call sign and mode OK. Lools like the digital banner information is slightly more sensitive to signal to noise variations than the call sign and mode information stored in LIC+. LIC+ appears to be working fine.

73
Marc
wa4ire

--- In sstv_plus@y..., "Samuel Hunt" <shunt010@e...> wrote:
> They shouldn't - just the TV modes.
>
> However, I will include it for ALL modes if you want.
>
> Sam
> ----- Original Message -----
> From: wa4ire@y...
> To: sstv_plus@y...
> Sent: Monday, November 19, 2001 6:49 PM
> Subject: (Via SSTV+ reflector) BANNER AND TEXT FAIL TO APPEAR ON IVAL AND CALVS
>
>
> Hi Sam,
>
> I am receiving reports that the banner does not appear on IVAL and
> CALVS generated images.
>
> 73
> Marc
> wa4ire
>
>
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>

> To unsubscribe from this group, send an email to:
> sstv_plus-unsubscribe@y...
>
> Your moderators are Marc Guitard and Samuel Hunt
>
>
>
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Service.

196. 14.227 Mhz SSTV+ Net

Yahoo group: sstv_plus
Date: 2001-11-20 17:15:10 UTC
From: wa4ire@yahoo.com
Topic: 196 Message: 196

Hello,

The net will start early on Thanksgiving weekend, Thursday through Sunday, 9 PM EST (02:00 UTC). If you can't hear wa4ire please break one of the stations on the net that you can hear and join in on the fun. We would like to hear from everyone in the group especially from the stations located in the South that can't hear me. We have quite a few stations participating in the Northern and Midwestern States each night and they will most likely hear you if I don't so please give them a call.

I will periodically ask other stations on the Net to ask for check-ins so we can allow everyone throughout the country to partcipate. Be perisitant with your break-in attempt and eventually someone will hear you and check you in.

Happy Thanksgiving!
73
Marc
wa4ire

197. SSTV+ V2.6.1

Yahoo group: sstv_plus
Date: 2001-11-20 18:26:20 UTC
From: Samuel Hunt
Topic: 197 Message: 197
Attachments: 3 described; binary payloads are missing from this source WARC

[Attachment content not displayed]

198. CLAVS AND CALVSTV FILTER USE PRACTICE

Yahoo group: sstv_plus
Date: 2001-11-20 19:07:54 UTC
From: wa4ire@yahoo.com
Topic: 198 Message: 198

Hello,

I have created another folder in the FILES section which will give
you some practice decoding CALVS and CALVSTV images with the
appropriate filters selected.

I will add more pictures to this folder soon. Please not the filter
slections I used on the decoded image. The filter slections are part
of the title for the image.

BNR = Blue speckle filter which removes blue speckles and lines.
RNR = Red speckle filter which removes red speckles and lines.
GNR = Green speckle filter which removes green speckles and lines.

The use of the RGB NR filters will not reduce the clarity of the
image when they are used.

PR = Post Reception Filter. Removes red and blue speckles and lines
and should be used independently of the RNR and the BNR Filters.
The PR filter will reduce the resolution of the image slightly.
However, I have found that in some cases the RNR and BNR will give
better results than the PR Filter and this filter selection will also
maintain the clarity of the image. The GNR can be used with or
without the PR Filter.

LD = Line Double Filter can be used to minimize or eliminate noise
lines caused by QRM bursts. Adjust the slider bar to a smaller value
for more aggressive filtering. Some distortion maybe observed in the
picture if the value of this filter is set too high. When this point
is reached simply reduce the value of the setting by setting the
slider back to a higher number. I normally move the slider in
increments of +/- 10 at a time in order to get in to the ball park
then 2 increments at a time when I am fine tuning.

The Yellow Shift, Blue Shift and Tonal Filters will see little
use with the CS based modes (CALVS and CALVSTV). However, an
occassional strong QRM or QRN burst may leave a mild yellow or blue
streak on the image when the signal to noise ratio is very poor.
After the RGB power output power levels are modified the CS modes
will offer even more resistance to yellow or blue hue shifting when
the signal to noise ratio is very poor.

In the rare case where you see a yellow noise line on the image
simply engage the Yellow Shift Filter. The Tonal NR was designed to
be used in conjunction with the Yellow Shift Filter if it is needed.
In the rare case where you see a blue line make it past the PR or the
BNR Filters use the Blue Shift Filter. The Tonal Filter has a slider

wich allows you to set the agressiveness of the filter. 25 is the most aggressive setting for this filter. This filter can wash out the picture if it is set to too high a value. When a washout of the color is observed simply reduce the agressiveness of the Tonal Filter by moving the slider to a smaller value.

Sam Hunt is going to eventually improve the quality of the CALVS and CALVSTV filters soon. Improving the filtering and modifying the RGB channel power output levels for the CS modes (CALVS and CALVSTV) should bring the CS modes on a par with the IAL based modes (IVAL and IVALTV) for noise rejection in the presence of QSB and QRN. However, I suspect that the IAL based modes will continue to give better severe QRM rejection than the CS modes. It is going to be very interesting to see how well the CS modes will work when Sam is finished.

Presently, the CS modes will generally provide a clearer picture than the IAL based modes but will offer less resistance to the effects of QRM than the IAL based modes. Presently, when the signal to noise ratio is poor yellow and blue hue shifts will occur rarely on CS based images and be on a par with CSSTV images received under similar cirumstances.

Stay tuned because the CS modes (CALVS and CALVSTV) are going to get better and better as more enhancments are implemented.

73
Marc
wa4ire

199. Run Error 5

Yahoo group: sstv_plus
Date: 2001-11-20 21:43:29 UTC
From: John
Topic: 197 Message: 199

Hi Sam,
The Run Error 5 message has occured a few times since I first told Marc about it. It seems to happen in the IVAL mode and just after the picture has completly decoded. I hasnt occured at all during an encode.

John
wa1rka

200. Scanning for Wide Screen,

Yahoo group: sstv_plus
Date: 2001-11-20 21:56:29 UTC
From: John
Topic: 200 Message: 200

Hi All,
Marc will be posting a wide screen picture and he asked that I share how I did it.

It really was simple, inside my scanning software I noticed a command called custom. I clicked on it and discovered that it allowed me to enter a width and height for the scan of my choosing. Now when I hit the crop and resoluion prior to scanning the data entered is a part of the size options. When you click on it a box appears that you can reshape and resize for the area you want to scan. The reshape and resize still keeps the scan at the 640x256 resolution. You may want to check your scanners to see if your software supports the custom option.

My scanner is part of the HP photo smart system. It will scan slides,negatives and prints up to 5x7 inches in size. I also have a flat bed for anything larger than 5x7 inches.

One other item of interest, I am now able to run mobile SSTV and it worked great while I was on my way into Bangor,Maine earlier today. Can hardly wait to try the sstv plus modes.

73 to all
John
wa1rka

201. Run time error

Yahoo group: sstv_plus
Date: 2001-11-21 01:46:02 UTC
From: kq4ft@mpinet.net
Topic: 201 Message: 201

Hello Sam,

I have been busy with work and the like, sorry for the delay. I did more testing and find that all modes will generate the error. The error is only generated after the decoding of a picture. The picture will be displayed but no further operations will be permitted. There are no problems encoding a picture.

I can run V2.5.0 with no problems at all. You may fuss with me cause I'm using XP as the OS however 2.5.0 will run without a hickup in either XP or in any of the compatability modes, 2.6.0 will exhibit the same error in any of the compatability modes.

I will check out 2.6.1 at my first opportunity.

Thanks

John KQ4FT

202. RUN TIME 5 ERROR/WA1RKA

Yahoo group: sstv_plus
Date: 2001-11-21 05:53:44 UTC
From: wa4ire@yahoo.com
Topic: 202 Message: 202

Hi Sam,

FYI. I believe that John WA1RKA is using Windows 98.

73
Marc
wa4ire

203. Re: (Via SSTV+ reflector) Run time error

Yahoo group: sstv_plus
Date: 2001-11-21 18:12:01 UTC
From: Samuel Hunt
Topic: 203 Message: 203
Attachments: 3 described; binary payloads are missing from this source WARC

[Attachment content not displayed]

204. Re: (Via SSTV+ reflector) Run time error

Yahoo group: sstv_plus
Date: 2001-11-21 18:12:11 UTC
From: Samuel Hunt
Topic: 203 Message: 204

You may fuss with me cause
> I'm using XP as the OS however 2.5.0 will run without a hickup in
I won't fuss with you because you're using XP yet. I still feel that this could be a genuine mistake on my part. With programming, getting so much as one byte wrong in the code can mess up the program. Sam -- _____ 1 cent a minute calls anywhere in the U.S.! http://www.getpennytalk.com/cgi-bin/adforward.cgi?p_key=RG9853KJ&url=http://www.getpennytalk.com

205. FW: Portrait vs. Landscape

Yahoo group: sstv_plus
Date: 2001-11-22 04:19:00 UTC
From: Sylvan Malis
Topic: 205 Message: 205

This is a copy of a message sent to Sam 11/15/2001. His reply is also included below the message.

-----Original Message-----
From: Sylvan Malis [mailto:malis@...]
Sent: Thursday, November 15, 2001 5:37 PM
To: Samuel Hunt
Subject: Portrait vs. Landscape

Hi Sam,

Just a note for your consideration. I have been working with a procedure for editing pictures for use with the wide screen feature. I have found wanting in what pictures I can use because of the orientation of the picture. The pictures that are landscape orientated are just fine and they lend themselves to use with the program. But when you find a picture that is portrait, or vertical if you wish, it cannot be used unless you use your editing program to first rotate the picture so it is lying on its side and then transmit it. Even then, the station that receives the picture then has to look at it sideways unless they have the editing capability to rotate it back to the upright position.

This brings me to my point. Is there some way you could program a feature to change the decoded picture to the vertical orientation after it is decoded? Or maybe even a selection in the original encode process that allows you to select between portrait or landscape before you encode so the picture will be accepted in the proper aspect, wider width and narrower height for landscape and narrower width and wider height for portrait. You might even put in a coding, much like the feature that tells the received picture decode what mode the incoming picture in. In this manor we could then send just about any image that we could imagine or find.

Just a thought Sam. The wide screen feature is just about the best option I have seen on any program and this would expand the wide screen use to everything, even the Statute of Liberty and other images that are extreme vertical.

Thanks and 73,

Sylvan
K9SYL

Hi Syl!

As you can see from below (unless it's converted back!), I'm having problems with my e-mail account. It will be a miracle if you even get this!

I like your idea of portrait transmission, and I think that it would not be too difficult. I will look into it, and see what results I can get. I'll keep you updated!

Sam

206. MMSSTV Program Problem Fix.

Yahoo group: sstv_plus
Date: 2001-11-22 04:45:33 UTC
From: Sylvan Malis
Topic: 206 Message: 206

This is a copy of a post to the MMSSTV reflector that provides an answer in the case where no other remedy works when you had a perfectly working copy of MMSSTV and then did an upgrade to a new version. While this was the reason for doing this procedure, I would believe that the procedure would also work to fix any problem that could make the program inoperable.

The good part is that it will not hurt anything. The worse part is that you have to reconfigure all of your settings. Not too bad if it solves your problem.
==========

This may not be your problem, but the solution might work for you

I had a perfectly working copy of MMSSTV ver.1.0. I installed ver.1.01 upgrade over the top of the original installation of MMSSTV. After that I had several problems, the worse being the total lockup of the program whenever I received a ?Martin1? signal.

After weeks of trying to see if anyone knew where to start on resolving this problem and not getting any answers, I decided to reinstall the program. This did not fix the problem.

I then uninstalled the program using the program?s uninstaller and then reinstalled then program. Again no results.

My next step was to uninstall the program using the control panel ?Install/Uninstall? utility and then using ?Explore?, delete the MMSSTV and all sub-directories. The idea was to make the computer think that it was a first time install when I reinstalled the program. The goal in using the uninstall process to make sure that the registry is cleaned out and then go in and actually delete the MMSSTV directory and all the sub-directories. You will lose the configuration files and any pictures you have stored in the directories, SO IF YOU WANT TO SAVE ANY PICTURES, save (move or copy) the sub-directory ?STOCK? to a directory that is not under MMSSTV BEFORE you do the uninstall step.

Now reinstall the program as if it is the first time you have installed it. You will have to go through and do the configuration from start to finish. After you have installed the program, if you saved the ?STOCK? directory, you can now copy or move the directory back to the MMSSTV directory. To do this, delete the ?STOCK? directory that the program created, and then copy or move the saved ?STOCK? directory back under the MMSSTV directory.

I don?t know if this will solve your problem but it solved my problem. I now have a first class SSTV program.

This procedure can?t hurt if your problem can?t be solved any other way.

Sylvan
K9SYL

207. Widescreen Pictures - Background & Problems

Yahoo group: sstv_plus
Date: 2001-11-22 15:29:01 UTC
From: Sylvan Malis
Topic: 207 Message: 207

The widescreen pictures that we are sending with this program that Sam has graciously given us, free of charge, has another area that is presenting the same problems as we are seeing. The television industry is struggling with the very same questions and challenges with the aspect and compression problems as they are getting ready to make the conversion from the standard modified screen ratio of 4:3 to the new High Definition TV (HDTV) of 16:9.

As many of you know, the new HDTV will be presented in the widescreen or movie theater aspect. This presents the problem of how to send the pictures to the new standard and new TV sets while still keeping the old TV sets capable of receiving the pictures.

For the record, I am not part of the industry and therefore I am not any more an expert than any of the rest of the group. I do read a lot and do quite a bit of research on the Internet. So for the more adventurous, here are some web sites that will be a whole lot more informative than I could possibly be.

http://www.apts.org/digital_clearinghouse/dictionary.html
http://www.mb21.co.uk/ether.net/tv/widescreen.shtml
http://www.flyingpictureslive.com/cameras/widescreen.html
http://www.films.demon.co.uk/widescreen/widescreen.html

As you will notice, these web sites are mostly from the UK. Over there the BBC is already broadcasting in the widescreen format. The US is really sort of behind the power curve in this area of technology. This is mostly because of politics and the government trying to keep everybody happy.

Hope you enjoy the primer on widescreen technology.

Sylvan
K9SYL

209. 3D COMES TO SSTV+

Yahoo group: sstv_plus
Date: 2001-11-22 17:18:56 UTC
From: wa4ire@yahoo.com
Topic: 209 Message: 209

Hello,

Thanks to N1YLE, Ric SSTV+ 3D generated images are now possible. I have created a 3D folder entitled "SSTV+ Net 3D Pictures" in the FILES section for Ric's 3D images.

Ric has specially prepared two images of the same subject matter and these pictures are transmitted using the SSTV+ Multiple Transmission option (the "TWIN TX/RX" button.

To view a SSTV+ 3D generated image simply decode the 3D image in the normal fashion and select the SSTV+ "TWIN TX/RX" button and then select the "DEMULTIPLEX IMAGE IN CLIPBOARD" button and two pictures will appear in the IMAGE1 AND IMAGE2 viewers. Next from a distance of about 2 or 3 inches focus on an look through the center point of both images (vertical boarder between both pictures) and RELAX. At first you will see two images. If you RELAX both pictures will merge into one 3D image. You can adjust the sharpness of this 3D image by slightly adjusting your distance from the image. With a little practice you will master this technique.

This is an ingenious use of the Multiple Transmission option and the neat thing about this technique is that you do not need 3D glasses.

Ric will reveal how he prepares his 3D pictures soon in a future posting. Thanks Ric for developing a very innovative 3D technique. Please check into the SSTV+ Net to view Ric's latest 3D images, or check the 3D folder in the FILES section.

73
Marc
wa4ire

210. SSTV+ WON'T OPEN ANYMORE OR THE RUN TIME 5 ERROR APPEARS

Yahoo group: sstv_plus
Date: 2001-11-22 17:31:46 UTC
From: wa4ire@yahoo.com
Topic: 210 Message: 210

Hello,

You may experience this problem when you open an new version of SSTV+. SSTV+ like many other programs uses the registry to store it's settings. Most likely the SSTV+ settings are now incorrect and prevent any version of the program from opening.

There have been some reported problems with SSTV+ version 2.6.0 (Run Time Error 5 reported by two stations. One was using Windows 98 and the other XP). Version 2.6.2 may have fixed this Runtime 5 Error. Deleting the IAL folder from the Windows Registry may also fix this Run Time 5 Error.

Version 2.5.0 is the last stable version of SSTV+ and you may want to use this version if you still encounter the Run Time 5 Error if deleting the IAL folder from the registry does not fix this problem. In this case we will have to wait until the Sam fixes the bug.

To get SSTV+ to open properly again all you have to do is delete the IAL folder, which contains the SSTV+ settings from the Windows Registry.

Here are the instructions to clear the settings in the Windows Registry. Don't worry, if you follow these instructions you won't hurt anything else.

1 Go to START then to RUN then enter REGEDIT and run it
2 Go to "HKEY_USERS"
3 Go to ".DEFAULT"
4 GO TO "SOFTWARE"
5 Go to "VB AND VBA PROGRAM SETTINGS"
6 Go to the "IAL"
7 Right click on the IAL folder and go to delete. Say yes, that you want to delete it.
8 Close REGEDIT
9 REBOOT the PC

You may have to clear the Windows Registry in this manner each time that you open a new version of SSTV+. One of the SSTV+ registry settings could be set improperly as a result of opening a different version of the SSTV+ program and this could cause SSTV+ not to open or to lockup.

Let me know if you continue to have problems with SSTV+.

73
Marc
wa4ire

211. Re: Widescreen Pictures - Background & Problems

Yahoo group: sstv_plus
Date: 2001-11-22 17:38:47 UTC
From: wa4ire@yahoo.com
Topic: 207 Message: 211

Hello,

I have created a folder in the FILES section which conains one of Syl's 16:9 wide screen pictures received on the SSTV+ Net. The Folder is entitled "16:9 Widescreen Example". Simply load this encoded image into SSTV+ and decode it using the Widescreen option. I think you will agree that it is an outstanding widescreen picture.

73
Marc
wa4ire

--- In sstv_plus@y..., "Sylvan Malis" <malis@m...> wrote:
> The widescreen pictures that we are sending with this program that Sam has
> graciously given us, free of charge, has another area that is presenting the
> same problems as we are seeing. The television industry is struggling with
> the very same questions and challenges with the aspect and compression
> problems as they are getting ready to make the conversion from the standard
> modified screen ratio of 4:3 to the new High Definition TV (HDTV) of 16:9.
>
> As many of you know, the new HDTV will be presented in the widescreen or
> movie theater aspect. This presents the problem of how to send the pictures
> to the new standard and new TV sets while still keeping the old TV sets
> capable of receiving the pictures.
>
> For the record, I am not part of the industry and therefore I am not any
> more an expert than any of the rest of the group. I do read a lot and do
> quite a bit of research on the Internet. So for the more adventurous, here
> are some web sites that will be a whole lot more informative than I could
> possibly be.
>
> http://www.apts.org/digital_clearinghouse/dictionary.html
> http://www.mb21.co.uk/ether.net/tv/widescreen.shtml

> http://www.flyingpictureslive.com/cameras/widescreen.html
> http://www.films.demon.co.uk/widescreen/widescreen.html
>
> As you will notice, these web sites are mostly from the UK. Over there the
> BBC is already broadcasting in the widescreen format. The US is really sort
> of behind the power curve in this area of technology. This is mostly
> because of politics and the government trying to keep everybody happy.
>
> Hope you enjoy the primer on widescreen technology.
>
> Sylvan
> K9SYL

212. Re: (Via SSTV+ reflector) FW: Portrait vs. Landscape

Yahoo group: sstv_plus
Date: 2001-11-22 18:41:01 UTC
From: Samuel Hunt
Topic: 212 Message: 212

Don't worry. I've not forgotten, but I'm concerned at the moment with getting this release stable.

Sam
-----Original Message-----
From: "Sylvan Malis" <malis@...>
Date: Wed, 21 Nov 2001 22:19:00 -0600
To: "Sstv_Plus@Yahoogroups. Com" <sstv_plus@yahoogroups.com>
Subject: (Via SSTV+ reflector) FW: Portrait vs. Landscape

> This is a copy of a message sent to Sam 11/15/2001. His reply is also
> included below the message.
>
> -----Original Message-----
> From: Sylvan Malis [mailto:malis@...]
> Sent: Thursday, November 15, 2001 5:37 PM
> To: Samuel Hunt
> Subject: Portrait vs. Landscape
>
> Hi Sam,
>
> Just a note for your consideration. I have been working with a procedure
> for editing pictures for use with the wide screen feature. I have found
> wanting in what pictures I can use because of the orientation of the
> picture. The pictures that are landscape orientated are just fine and they
> lend themselves to use with the program. But when you find a picture that
> is portrait, or vertical if you wish, it cannot be used unless you use your
> editing program to first rotate the picture so it is lying on its side and
> then transmit it. Even then, the station that receives the picture then has
> to look at it sideways unless they have the editing capability to rotate it
> back to the upright position.
>
> This brings me to my point. Is there some way you could program a feature
> to change the decoded picture to the vertical orientation after it is
> decoded? Or maybe even a selection in the original encode process that
> allows you to select between portrait or landscape before you encode so the
> picture will be accepted in the proper aspect, wider width and narrower
> height for landscape and narrower width and wider height for portrait. You
> might even put in a coding, much like the feature that tells the received
> picture decode what mode the incoming picture in. In this manor we could
> then send just about any image that we could imagine or find.
>
> Just a thought Sam. The wide screen feature is just about the best option I
> have seen on any program and this would expand the wide screen use to
> everything, even the Statute of Liberty and other images that are extreme

> vertical.
>
> Thanks and 73,
>
> Sylvan
> K9SYL
>
>
> Hi Syl!
>
> As you can see from below (unless it's converted back!), I'm having problems
> with my e-mail account. It will be a miracle if you even get this!
>
> I like your idea of portrait transmission, and I think that it would not be
> too difficult. I will look into it, and see what results I can get. I'll
> keep you updated!
>
> Sam
>
>

--

_____
1 cent a minute calls anywhere in the U.S.!

http://www.getpennytalk.com/cgi-bin/adforward.cgi?p_key=RG9853KJ&url=http://www.getpennytalk.com

213. Re: (Via SSTV+ reflector) Widescreen Pictures - Background & Problems

Yahoo group: sstv_plus
Date: 2001-11-22 18:45:22 UTC
From: Samuel Hunt
Topic: 213 Message: 213

> As you will notice, these web sites are mostly from the UK. Over there the
> BBC is already broadcasting in the widescreen format. The US is really sort
> of behind the power curve in this area of technology. This is mostly
> because of politics and the government trying to keep everybody happy.

What!! The US is not using widescreen?????

Can you still buy 4:3 sets over there, or are you like us, and it's all widescreen now?

It's actually part of my job to run the broadcasting network for the BBC, and all of the BBC output is 16:9, and any 4:3 stuff (like sports feeds) has things looking like "curtains" at the cinema on the sides. It's then TXed in 16:9.

Sam

>
> Hope you enjoy the primer on widescreen technology.
>
> Sylvan
> K9SYL
>
--

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1 cent a minute calls anywhere in the U.S.!

http://www.getpennytalk.com/cgi-bin/adforward.cgi?p_key=RG9853KJ&url=http://www.getpennytalk.com

214. Re: (Via SSTV+ reflector) SSTV+ WON'T OPEN ANYMORE OR THE RUN TIME 5 ERROR APPEARS

Yahoo group: sstv_plus
Date: 2001-11-22 18:49:47 UTC
From: Samuel Hunt
Topic: 214 Message: 214

> In this case we will have to wait until the Sam fixes the bug.
Don't worry, this is at the top of the list of my priorities.

I can't understand why this is occuring. I hope that this is fixed with 2.6.2, but if it isn't, then there is major problems again.

Once this is done, then I promise to make some improved speckle filters just for CS (CALVS and CALVSTV), and Syl's portrait transmission.

Sam
--

_____
1 cent a minute calls anywhere in the U.S.!

http://www.getpennytalk.com/cgi-bin/adforward.cgi?p_key=RG9853KJ&url=http://www.getpennytalk.com

215. Re: (Via SSTV+ reflector) SSTV+ WON'T OPEN ANYMORE OR THE RUNTIME 5 ERROR APPEARS

Yahoo group: sstv_plus
Date: 2001-11-22 18:56:32 UTC
From: Samuel Hunt
Topic: 215 Message: 215

-----Original Message-----
From: "Samuel Hunt"
Date: Thu, 22 Nov 2001 18:49:47 +0000
To: sstv_plus@yahoogroups.com
Subject: Re: (Via SSTV+ reflector) SSTV+ WON'T OPEN ANYMORE OR THE RUNTIME 5 ERROR APPEARS

>
>
> In this case we will have to wait until the Sam fixes the bug.
Don't worry, this is at the top of the list of my priorities.

>

>
I can't understand why this is occuring. I hope that this is fixed with 2.6.2, but if it isn't, then there is major problems again.

>
Once this is done, then I promise to make some improved speckle filters just for CS (CALVS and CALVSTV), and Syl's portrait transmission.

Oh yes, and the post-reception sharpen filter!

>

>
Sam

> --
>
>

>

> _____

>
1 cent a minute calls anywhere in the U.S.!

http://www.getpennytalk.com/cgi-bin/adforward.cgi?p_key=RG9853KJ&url=http://www.getpennytalk.com

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>
> To unsubscribe from this group, send an email to:

> sstv_plus-unsubscribe@yahoogroups.com

>

> Your moderators are Marc Guitard and Samuel Hunt

>

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>

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>

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(http://docs.yahoo.com/info/terms/).
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1 cent a minute calls anywhere in the U.S.!

http://www.getpennytalk.com/cgi-bin/adforward.cgi?p_key=RG9853KJ&url=http://www.getpennytalk.com

216. RE: (Via SSTV+ reflector) Widescreen Pictures - Background & Problems

Yahoo group: sstv_plus
Date: 2001-11-22 19:02:15 UTC
From: Sylvan Malis
Topic: 213 Message: 216

You can buy the widescreen sets but not for TV yet. The TV sets work fine with the DVD players but not broadcast. And yes, most of the TV sets that are being bought today are still the old 4:3 standard sets.

Sylvan
K9SYL

-----Original Message-----
From: Samuel Hunt [mailto:shunt010@...]
Sent: Thursday, November 22, 2001 12:45 PM
To: sstv_plus@yahoogroups.com
Subject: Re: (Via SSTV+ reflector) Widescreen Pictures - Background & Problems

> As you will notice, these web sites are mostly from the UK. Over there the
> BBC is already broadcasting in the widescreen format. The US is really sort
> of behind the power curve in this area of technology. This is mostly
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Sam

>
> Hope you enjoy the primer on widescreen technology.
>
> Sylvan
> K9SYL
>
--

_____
1 cent a minute calls anywhere in the U.S.!

http://www.getpennytalk.com/cgi-bin/adforward.cgi?p_key=RG9853KJ&url=http://www.getpennytalk.com
<http://www.getpennytalk.com/cgi-bin/adforward.cgi?p_key=RG9853KJ&url=http://www.getpennytalk.com>

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To unsubscribe from this group, send an email to:
sstv_plus-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

Your use of Yahoo! Groups is subject to the Yahoo! Terms of Service <http://docs.yahoo.com/info/terms/> .

217. RE: (Via SSTV+ reflector) Widescreen Pictures - Background & Problems

Yahoo group: sstv_plus
Date: 2001-11-22 19:34:02 UTC
From: Samuel Hunt
Topic: 213 Message: 217

-----Original Message-----
From: "Sylvan Malis" <malis@...>
Date: Thu, 22 Nov 2001 13:02:15 -0600
To: <sstv_plus@yahoogroups.com>
Subject: RE: (Via SSTV+ reflector) Widescreen Pictures - Background & Problems

> You can buy the widescreen sets but not for TV yet. The TV sets work fine
> with the DVD players but not broadcast. And yes, most of the TV sets that
> are being bought today are still the old 4:3 standard sets.

You've got a long way to go. It was around 1998/9 that widescreen took a visable lead over 4:3 in the UK. Now it's odd that you buy a 4:3 set.

The thing is, analog satellite is off now, cable analog is loosing channels faster than the trees are losing their leaves at the moment, and there is the threat of analog terrestrial switchoff any moment (but it's actually going to be 2007!)

Widescreen in the UK is normally the only set people would dream of buying now if they're wanting digital.

Perhaps the UK's not so far behind the US after all!

Sam

>
> Sylvan
> K9SYL
>
> -----Original Message-----
> From: Samuel Hunt [mailto:shunt010@...]
> Sent: Thursday, November 22, 2001 12:45 PM
> To: sstv_plus@yahoogroups.com
> Subject: Re: (Via SSTV+ reflector) Widescreen Pictures - Background &
> Problems
>
>
> > As you will notice, these web sites are mostly from the UK. Over there the
> > BBC is already broadcasting in the widescreen format. The US is really
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> > of behind the power curve in this area of technology. This is mostly
> > because of politics and the government trying to keep everybody happy.
> What!! The US is not using widescreen?????
> Can you still buy 4:3 sets over there, or are you like us, and it's all
> widescreen now?
> It's actually part of my job to run the broadcasting network for the BBC,
> and all of the BBC output is 16:9, and any 4:3 stuff (like sports feeds) has
> things looking like "curtains" at the cinema on the sides. It's then TXed in

> 16:9.
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> > Hope you enjoy the primer on widescreen technology.
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218. RE: (Via SSTV+ reflector) Widescreen Pictures - Background & Problems

Yahoo group: sstv_plus
Date: 2001-11-22 19:38:58 UTC
From: Sylvan Malis
Topic: 213 Message: 218

Except for the programming and the government control over what you watch, I 'd say you are way ahead. But, then again, the last one is a biggie. It probably makes up for the lack of being able to get our act together, hi hi.

Sylvan

-----Original Message-----
From: Samuel Hunt [mailto:shunt010@...]
Sent: Thursday, November 22, 2001 1:34 PM
To: sstv_plus@yahoogroups.com
Subject: RE: (Via SSTV+ reflector) Widescreen Pictures - Background & Problems

-----Original Message-----
From: "Sylvan Malis" <malis@...>
Date: Thu, 22 Nov 2001 13:02:15 -0600
To: <sstv_plus@yahoogroups.com>
Subject: RE: (Via SSTV+ reflector) Widescreen Pictures - Background & Problems

> You can buy the widescreen sets but not for TV yet. The TV sets work fine
> with the DVD players but not broadcast. And yes, most of the TV sets that
> are being bought today are still the old 4:3 standard sets.

You've got a long way to go. It was around 1998/9 that widescreen took a visable lead over 4:3 in the UK. Now it's odd that you buy a 4:3 set.

The thing is, analog satellite is off now, cable analog is loosing channels faster than the trees are losing their leaves at the moment, and there is the threat of analog terrestrial switchoff any moment (but it's actually going to be 2007!)

Widescreen in the UK is normally the only set people would dream of buying now if they're wanting digital.

Perhaps the UK's not so far behind the US after all!

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> Sent: Thursday, November 22, 2001 12:45 PM
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> Subject: Re: (Via SSTV+ reflector) Widescreen Pictures - Background &
> Problems
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> > As you will notice, these web sites are mostly from the UK. Over there
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> > BBC is already broadcasting in the widescreen format. The US is really
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> 08:HM/A=763352/R=0/* http://www.classmates.com/index.tf?s=5085>
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> To unsubscribe from this group, send an email to:
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219. Version 2.6.2

Yahoo group: sstv_plus
Date: 2001-11-22 20:43:45 UTC
From: kq4ft@mpinet.net
Topic: 219 Message: 219

Hello Sam and all,

Well I had some time last evening to put 2.6.2 through its paces. The report is glowing, not a problem on any mode. I even went as far as trying it on all the compatability modes in XP again no problems.

I also like the header switch and the header expanding to the full width of WS very nice.

For you next mission Sam, higher res for the PD modes so we can get some really nice resolution, and how about a zoom feature for WS. I would suggest a 2x and not fuss with an adjustable window.

Aside from that you are doing a bang-up job for SSTV+.

A quick question for you. What happened to your digital SSTV Pictoaud have not heard you discuss it any more. Thought you would have a winner there.

Cheers

John KQ4FT

220. 3D SSTV+ IMAGING

Yahoo group: sstv_plus
Date: 2001-11-22 23:35:32 UTC
From: wa4ire@yahoo.com
Topic: 220 Message: 220

Hello,

Here is a very interesting email from N1YLE, Ric concerning his innovative technique for preparing 3D images for SSTV+ using the Multiple Transmission option in SSTV+.

SSTV+ Version 2.6.2 places a banner on both pictures now in the multiple Transmission mode when the images are demultiplexed.

Please check out Ric's first 3D image using this technique which is stored in the 3D Folder under the FILES section.

I agree with Ric. This is fun!

73
Marc
wa4ire

----- Original Message -----
From: Shanahan, Ric (GEAE)
Sent: Monday, November 19, 2001 8:46 AM
To: wa4ire@...
Subject: 3D MMSSTV Imaging

Hello Marc,

I got a chance to try the 3D imaging routine I suggested using Sam's "Twin TX/RX" and it will work. I only have a cheap digital camera, but I made two successful attempts at 3D images. The approach is to find something with depth to it and photograph it from 2 slightly different angles. I used a tripod and took a shot of my shack then moved the tripod a few inches and took another shot. I did the same with my VibroPlex bug. You copy one shot to the TX window in MMSSTV, open the SSTV+ software, click on the "Twin TX/RX" button, then click "Copy clipboard to..." button for the left or right side.

Do the same for the other shot. The trick is to keep the right and left shots in the correct place. (See problem number 2 below) When this is done, click the "Multiplex two images..." button. Close the "Twin..." box. You will get two squashed images ready for encode. Encode the image and transmit and/or store it.

To receive the 3D image, decode as you normally would, then click "Twin TX/RX" and click the "Demultiplex image in clipboard" button. The two images appear side by side.

Seeing the 3D part is a little tricky. You have to relax your eyes and look past the monitor. When the right and left images blend

together, focus on the blended image and you will see a pretty good 3D image. It works on the same principle as those antique "Stereogram" viewers.

There are two slight problems. 1) The digital header appears in one image only (the left one) and can make it difficult to focus your eyes. It would be nice if the header was suppressible. 2) The images get swapped right for left during the Multiplex, Encode, Transmit, Receive, Decode, Demultiplex cycle. This means you must use care when setting up the images to have the left side image in the right side window when you start.

(I think this actually happens during the Multiplex phase, which seems to do it's magic on the current clipboard image first. I'll experiment to determine if changing the order of image loading solves the problem. In other words, process the right most image first so the left image would be the top clipboard image.)

Hey, is this fun or what!

Look forward to trying this out over the air.

73 de Ric, N1YLE

221. Re: (Via SSTV+ reflector) Version 2.6.2

Yahoo group: sstv_plus
Date: 2001-11-23 18:29:33 UTC
From: Samuel Hunt
Topic: 221 Message: 221

-----Original Message----- From: kq4ft@... Date: Thu, 22 Nov 2001 20:43:45 -0000 To: sstv_plus@yahoogroups.com Subject: (Via SSTV+ reflector) Version 2.6.2 > > > Hello Sam and all,
>
> Well I had some time last evening to put 2.6.2 through its paces.
> The report is glowing, not a problem on any mode. I even went as far
> as trying it on all the compatability modes in XP again no problems.
Excellent. I'm back to stable again. I think the problem was that if no header is recieved, it still tried to de-compress it, and the received header needs to be at least 3 bytes to decompress. I made it not do anything with the header if it's less than 3 bytes. >
> I also like the header switch and the header expanding to the full
> width of WS very nice.
Good. Not everyone wants a header, so it should really be optional. Also, there is no point in just having the header stretched using "analog" stretching methods. IT's much better to make it in 640 across. >
> For you next mission Sam, higher res for the PD modes so we can get
> some really nice resolution, and how about a zoom feature for WS. I
> would suggest a 2x and not fuss with an adjustable window.
I'll have a go at making it all take advantage of the PD modes. This may take a little longer, so please be patient! It also is going at bottom of my list of things to do (there are a few quite neat filters I want to include first!) >
> Aside from that you are doing a bang-up job for SSTV+.
>
> A quick question for you. What happened to your digital SSTV
> Pictoaud have not heard you discuss it any more. Thought you would
> have a winner there.
What happenend to it, well. I contacted some programmers... no joy there (of course!). I got the compression mode all done fine, but then I couldn't get the code to an edge preserving smooth (removes the artifacts). Problem #1. Next, transmission. I thought of patching it together with normal SSTV, which should work OK for now. Problem #2 - time. I started the project with all interest, then I guess I forgot about it. However, I'll look at it again and see what I can do. Sam >
> Cheers
>
> John? KQ4FT
>
> > >
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222. RE: (Via SSTV+ reflector) Widescreen Pictures - Background & Problems

Yahoo group: sstv_plus
Date: 2001-11-23 18:33:48 UTC
From: Samuel Hunt
Topic: 213 Message: 222

-----Original Message-----
From: "Sylvan Malis" <malis@...>
Date: Thu, 22 Nov 2001 13:38:58 -0600
To: <sstv_plus@yahoogroups.com>
Subject: RE: (Via SSTV+ reflector) Widescreen Pictures - Background & Problems

> Except for the programming and the government control over what you watch, I
> 'd say you are way ahead. But, then again, the last one is a biggie. It
> probably makes up for the lack of being able to get our act together, hi hi.
The government only controls terrestrial and cable, for which it sets out strict guidelines on technical and programming aspects. As someone who is very involved with the transmission network,I know that we have to have bitrate loggers on every channel, to check it's never below a certain bitrate. The producers also are very limited on what they can show. The BBC (although there is no official acceptance of this) has it's programming controlled by the Ministry of Public Interests.

The satellite channels, however, are much freer from this. Especially those which are sourced overseas, such as Euronews.

Sam

>
> Sylvan
>
> -----Original Message-----
> From: Samuel Hunt [mailto:shunt010@...]
> Sent: Thursday, November 22, 2001 1:34 PM
> To: sstv_plus@yahoogroups.com
> Subject: RE: (Via SSTV+ reflector) Widescreen Pictures - Background &
> Problems
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>
> -----Original Message-----
> From: "Sylvan Malis" <malis@...>
> Date: Thu, 22 Nov 2001 13:02:15 -0600
> To: <sstv_plus@yahoogroups.com>
> Subject: RE: (Via SSTV+ reflector) Widescreen Pictures - Background &
> Problems
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>
> > You can buy the widescreen sets but not for TV yet. The TV sets work fine
> > with the DVD players but not broadcast. And yes, most of the TV sets that
> > are being bought today are still the old 4:3 standard sets.
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> You've got a long way to go. It was around 1998/9 that widescreen took a
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> The thing is, analog satellite is off now, cable analog is loosing channels
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> the threat of analog terrestrial switchoff any moment (but it's actually
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> Widescreen in the UK is normally the only set people would dream of buying
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> Perhaps the UK's not so far behind the US after all!
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> > From: Samuel Hunt [mailto:shunt010@...]
> > Sent: Thursday, November 22, 2001 12:45 PM
> > To: sstv_plus@yahoogroups.com
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223. CSSTV VS VARI VARI2 AND VARI3. BMP PICTURES POSTED

Yahoo group: sstv_plus
Date: 2001-11-23 18:41:37 UTC
From: wa4ire@yahoo.com
Topic: 223 Message: 223

Hello,

The HF Simulator test .BMP pictures comparing CSSTV with VARI, VARI2 and VARI3 for IVALTV and CALVSTV have been posted in the FILES section under "TEST CSSTV VS VARI VARI2 VARI3" AND "TEST2 CSSTV VS VARI VARI2 VARI3".

See message 180 for more details about the results of the test.

73
Marc
wa4ire

224. SSTV+ V2.6.3

Yahoo group: sstv_plus
Date: 2001-11-23 18:43:34 UTC
From: Samuel Hunt
Topic: 224 Message: 224
Attachments: 3 described; binary payloads are missing from this source WARC

[Attachment content not displayed]

225. 2.6.2 is stable.

Yahoo group: sstv_plus
Date: 2001-11-23 19:55:26 UTC
From: Samuel Hunt
Topic: 225 Message: 225

Since all bugs seem to have been fixed with 2.6.2, it's officially stable.

If no bug reports are recieved for 2.6.3 soon, then this will be assumed stable.

But, it means that you can all use the digital headers with confidence.

Sam
--

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228. NEW CS RED AND BLUE NR DE-SPECKLE FILTERS

Yahoo group: sstv_plus
Date: 2001-11-24 19:22:31 UTC
From: wa4ire@yahoo.com
Topic: 228 Message: 228

Hello,

As you probably know the new CS Red and Blue NR Filters for CALVS and CALVSTV have been added to SSTV+ version 2.6.3 and I am glad to announce that these filters are extremely effective at removing red and blue streaks/speckles from the image when used in conjunction with the CS PR (Post Reception) Filter. The SSTV+ program will activate the correct Red or Blue NR Filter as well as the correct PR Filter automatically for you after you select the SSTV+ mode you wish to use.

I suggest that you keep the Red, Green and Blue NR Filters and the PR filter on all the time if the band conditions are poor.

This Red and Blue NR Filter enhancement for the CS based modes brings us one step closer to our ultimate goal, which is to be able to:

1. Generate an image which is superior to CSSTV when QRM, QSB and QRN is present.

2. Generate an image which is superior to CSSTV by containing less noise content when the signal to noise ratio is very poor.

3. Generate an image which is sharper than CSSTV when the signal to noise ratio is very poor.

4. Generate an image which is as sharp or sharper than CSSTV when the signal to noise ratio is very good.

5. Generate an enhanced image while maintaining a low duty cyle not to exceed 50%.

In its present form the CS modes have almost reached our ultimate goal. Number two is the last hurdle. Presently CALVSTV will show less of a grainy effect than CSSTV generated images but the HF Simulator Noise tests that Sam an I have conducted clearly show that the IAL and CS based modes can be enhanced even further by tweaking the VARISSTV RGB power levels in the MMSSTV program. This tweak will hopefully enhance the CS modes so they provide Superior images to CSSTV when it comes to showing less of a grainy effect when the signal to noise ratio is poor.

Please check out the results of the recent HF Simulator Noise Test for yourself. Two folders have been created under the FILES section entitled Test and TEST 2 CSSTV vs VARI, VARI2 VARI3.

If Mako accepts our future request to implement the new proposed RGB power levels for VARI2, which will be used for the IAL based modes

(IVAL, and IVALTV) and VARI3, which will be used for the CS based modes (CALVS and CALVSTV) the CS modes we will hopefully achieve our longterm goal. However, the VARI2/IVAL and VARI2/IVALTV generated images may still prove to have a slight advantage in resisiting the effects of QRM over VARI3/CALVS and VARI3/CALVSTV.

However, VARI2/IVAL and VARI2/IVALTV will significantly improve the IAL based modes only weakness, which is its susceptability to a yellow or blue hue shift when the signal to noise ratio is very poor.

A yellow hue shift has been observed for white or pale blue backgrounds and a blue hue shift has been observed for darker backgrounds only when the signal to noise ratio is very poor.

If the HF Simulator Test turns out to be an accurate prediction the hue shift problem which has been associated with the IAL based modes will be significantly reduced. The Yellow Shift and Tonal Filters should easily remove any yellow shifts that may occur and likewise the Blue Shift Filter should easily remove any blue shifts that may occur when the signal to noise ratio is very poor.

Sam's comments concerning the CS modes (CALVS and CALVSTV) will give you a better idea how CS or channel swapping works.

"CS. This swaps the red and blue channels over every other line. Complex pre-transmission and post-transmission formulas mean that on reception, no noticeable resolution is lost, but the blue channel becomes redundant. This means that the image can use the blue channel as "cool off", so the red and green channels (which by themselves are enough to convey the image data) can be transmitted at a higher power. The effect is that the image is better than CSSTV at source on ALL channels, not just 1 channel like the original VARISSTV".

Stay tuned for more developments.

73
Marc
wa4ire

230. SSTV+ OPERATING INSTRUCTIONS FOR VERSION 2.6.3

Yahoo group: sstv_plus
Date: 2001-11-25 10:29:10 UTC
From: wa4ire@yahoo.com
Topic: 230 Message: 230

SSTV+ OPERATING INSTRUCTIONS FOR VERSION 2.6.3

INTRODUCTION

IVAL is an enhanced version of VariSSTV. IVAL is much more resistant to the effects of QRM, QRN and QSB than VariSSTV due to the IAL (Inverse Alternate Line) process. IVALTV is even more resistant to the effects of QRM, QRN and QSB than IVAL due to the combination of IAL and FEC interlaced scanning. VARITV has been designed for maximum picture sharpness or clarity. However, this model is not as effective at minimizing the effects of QRM, QRN and QSB as IVALTV because only FEC interlace scanning is used. You would probably use VARITV more on VHF/UHF where the signals are usually more constant and less susceptible to QRM, QSB and QRN. However, You may use VARITV on all the HF bands when conditions are good. 10 and 15 meters may also be good bands to use VARITV conditions permitting.

CALVS and CALVSTV are the newest additions to the SSTV+ program and these modes do not use IAL but rather something called CS or Channel Swapping. CALVSTV is also using an FEC interlaced scanning format similar to IVALTV. CALVS is using a sequential scanning format like IVAL. CALVS and CALVSTV will normally generate a sharper image than IVAL or IVALTV but these modes offer slightly less noise immunity than the IAL based modes. However, I would encourage you to use these new modes on VHF/UHF or on HF when the band conditions permit.

Probably the most exciting addition to SSTV+ is the Wide View Screen option. You can now see those wide-angle panoramic pictures the way they were intended to be viewed. It looks like Hollywood's wide silver screen has come to SSTV. Everyone who has tried it so far loves this new feature. To activate this feature simply select the box entitled "Widescreen" before you decode an image.

The SSTV+ program was designed to be used with MMSSTV versions 1.02 and above in conjunction with the Windows Operating System (95, 98, ME, NT, 2000an XP) "Clipboard Viewer" program. The SSTV+ program's interaction with the Clipboard Viewer is done automatically and in the background. However, you can open up the Windows Clipboard Viewer Program and observe the process if you wish. If you are not sure where this program is in Windows simply do a search using the word "clipboard" or "clipboard viewer".

Before we get into the decoding and encoding procedures I would like to point out how important it is to perform an accurate receive and transmit slant adjustment in the MMSSTV program. Due to the fact that IVALTV, CALVSTV and VARITV employ an interlaced scanning format

attention should be paid to the MMSSTV receive and transmit slant adjustments.

If the MMSSTV receive slant error adjustment is significantly off the quality of IVALTV, CALVSTV and VARITV images may be degraded.

SLANT ERROR ADJUSTMENT

Here is a brief description on how to perform an accurate receive and transmit MMSSTV slant adjustment. Open the MMSSTV Sync window and place the mouse pointer over this window and right click once. A drop sown box will appear. Select "Accuracy of initial Sync" and set this value to "Highest".

1.Go to Options in the MMSSTV program and select "Setup MMSSTV".

2.Go to the MISC tab and in the lower left corner you will see the receive and transmit sound card clock adjustment windows.
Select "ADJ" to perform the receive slant adjustment.

3. The WWV calibration window will appear.

4. Tune in a WWV station at 10 or 15 Mhz. Set your receiver for AM reception and turn off the receiver AGC. Now adjust your RF gain to eliminate any audio distortion that may be present. Adjust the audio gain of the receiver for the correct level.

5. You will notice a dotted green line at the right side of the WWV calibration window. This is a reference line, which will aid you in making the adjustment. You should also notice a white vertical line appearing on the WWV calibration window. Place your mouse at the bottom of this white vertical line on the left edge of the line and right click once. The green dotted vertical reference line will now superimpose itself on the left edge of the white vertical line. This is your reference line over time.

6. Next place the mouse pointer on the bottom of the green vertical line and left click once. A + will appear over the green dotted reference line.

7. Next place the mouse pointer on the top of the green vertical line and wait. How long should you wait? The longer the white vertical line the more accurate the slant adjustment. The quality of sound cards vary widely. I have a Sound Blaster Live sound card and I found that I had to let the WWV calibration program run for about an hour before I noticed that the deviation between the green vertical reference line and the calibration line between the two +'s ceased to increase. When this point was reached I made sure that the top + was centered on the left edge of the white vertical line and I left clicked the mouse once. Once this is done the slant adjustment is displayed and you have the option of accepting it or beginning the slant error adjustment over again.

As the white vertical line progresses keep the line you created previously with the left click of the mouse and which has a + at either end superimposed on the top left edge of the developing white vertical line, and compare the deviation between this line and the green dotted vertical reference line periodically. Eventually you will reach a point in time when the space between these two lines ceases to increase. When this point is reached you are ready to left click the mouse and accept the slant adjustment. Again it is important to stress how important it is to let this WWV slant adjustment program run for a long time before you make the final adjustment just to be on the safe side.

8. Once the MMSSTV receive slant adjustment is completed the WWV calibration window will close. Next we must perform the MMSSTV transmit adjustment.

9. To perform the MMSSTV transmit slant adjustment go to Options then to MMSSTV Setup. Go to the TX tab and under the "Loop Back" option select "External Full Duplex. Next select the RX tab and select "RAM" under "Receive Buffer". This selection will enable the "High Accuracy Slant Adjustment" or smiley face in the MMSSTV Sync window.

10. Use an audio patch cable and insert one end into the sound card's audio input and the other end of the cable into audio output of the sound card.

11. Next go to MMSSTV Options and select Soundcard Input Level and select the correct the audio level control and adjust the audio input level to a nominal value.

12. Now load a picture into the Transmit Window and transmit a picture in the Martin1 mode.

13. The picture that appears in your transmit window should appear in the MMSSTV receive window and in the Sync window.

14. Once the picture has been received go to the MMSSTV Sync window. The smiley face at the bottom of the window should now be yellow. Select the smiley face and the MMSSTV program will automatically compute the slant error after a full frame has been received.

15. At the end of the receive slant error computation process the TX button on the bottom right of the MMSSTV Sync window should be active (not grayed out). Select the TX button and MMSSTV will correct your Transmit slant adjustment automatically for you. Don't select MEM because this will change your receive slant value to an incorrect value. You should only have to select the TX button once to make an accurate transmit slant adjustment. Of course everything rests upon the accuracy of your initial receive slant error adjustment.

Once you successfully perform the MMSSTV receive and transmit slant error adjustments you will notice that the slant error adjustment of

other SSTV stations will probably deviate a bit from each other's setting as well as your own. You can compensate for these minor deviations, which could degrade the quality of the IVALTV, CALVSTV and VARITV images by using the smiley face in the MMSSTV Sync window to correct the slant error on each received picture. Once you select the smiley face MMSSTV will correct the slant error for that picture. Don't select MEM in the Sync window as this will mess up your RX slant adjustment. Don't select TX in the Sync window as this will mess up your transmit slant adjustment. Now you can start the IAL program decoding process. After you have finished decoding the received picture place your mouse pointer on the Sync window and right click once and a drop down box will appear. Now select "Return to the settings Sampling Frequency". This will restore your receive slant to the correct value your WWV calibration adjustment calculated and you are ready to receive the next picture. However, You don't strictly have to perform this last action as the temporary smiley face slant error correction is automatically discarded by MMSSTV once a new picture is received or after you close the program.

If you don't pay attention to the slant error issue you may notice that some of the IVALTV, CALVSTV and VARITV images you receive may exhibit a bit of horizontal tearing. This is especially noticeable in a picture, which contains one or more straight vertical components such as a flag pole. The flagpole may show a bit of waviness rather than being straight if the slant error is significantly off between you and the other station.

If MMSSTV users follow the procedure outlined above everyone would be on the same page as far as the slant error adjustments are concerned. If people would pay closer attention to the accuracy of their initial receive slant error adjustment spot adjustments with the smiley face would not have to be made as frequently.

However, you will notice that the smiley face slant error adjustment will vary a bit between different pictures when using the Loop Back option. You will notice that the same picture sent via the Loop back option using different modes such as Scottie1 or Martin1 may also have slightly different smiley face slant error calculations. Also under real world conditions periodic loss of sync and multi-path issues can increase the slant error of a received picture. The use of the smiley face in the MMSSTV Sync window is especially helpful in such cases, especially if you are receiving an IVALTV, CALVSTV or VARITV image.

If you are performing the MMSSTV receive slant error adjustment for the first time using the WWV calibration tool you may want to let the vertical white line run for a half page and conclude the adjustment at this point just to get the white vertical line reasonably straight. Next initiate the Receive WWV slant error adjustment process one more time and let it run for an hour just to be on the safe side before accepting the final slant error correction

computation.

THE IAL (INVERSE ALETERNATE LINE) AND CS (Channel Swapping) SSTV+ MODES.

Here are Sam Hunt's definition of the SSTV+ modes.
Vari :- The original VARISSTV mode. No IAL or CS.
VariTV:- Vari and FEC interlaced scanning.
CALVS:- Vari with CS (Colour alternate line Vari swap. It's easy to pronounce, though. Try Calves, like baby cows).
CALVSTV:- Vari with CS and FEC interlaced scanning.
IVAL:- Vari with IAL.
IVALTV:- Vari with IAL and FEC interlaced scanning.

Here are some comments from Sam Hunt.

I tried CS and IAL together, but they interfere and make a big mess (worst of both - low Y resolution, low noise immunity, low OCI/CCI immunity). I think you may find that CS is EXCELLENT at avoiding yellow shift!

HOW TO ENCODE AN IVAL, IVALTV, VARITV, CALVS OR CALVSTV PICTURE.

1. Open MMSSTV and SSTV+ (IAL.EXE). Open the MMSSSTV setup under Options and go to the TX tab and select VARI SSTV. SSTV+ has been designed to work best with VARI SSTV.

2. You can open Windows Clipboard Viewer at this point but this is not necessary (clipbrd.exe for Windows ME).

3. Load the desired picture from your files to the Transmit window of MMSSTV (Load from File).

4. Place the mouse pointer over the transmit window of MMSSTV and right click the mouse once and a drop down box will appear. Choose Copy.

5. The picture in the transmit window of MMSSTV will now appear in the Clipboard Viewer whether or not this program is opened.

6. Now you are ready to Encode the picture into one of the following modes. IVAL, IVALTV , VARITV, CALVS or CALVSTV.

At this point you should decide if you want to use LIC+. The primary benefit of using LIC+ is that it will allow someone who has just tuned onto your frequency after you have started to send your IVALTV, VARITV or CALVSTV picture to receive a reasonable image when as much as one fourth of the picture is missing due to a late start. Please note that LIC+ is only active when you select the interlaced modes such as IVALTV, VARITV and CALVSTV. You can leave the LIC+ box activated all the time without adversely affecting the other non-interlaced modes. LIC+ is more robust than LICs and should be your first choice.

7. Now select the encode button and the picture will be encoded in the proper format in the SSTV+ program picture viewer window.

8. Place the mouse pointer over the MMSSTV Transmit window and right click once. A drop down box should appear. Select "paste". The encoded image should now appear in the MMSSTV transmit window.

9. Select any of the following MMSSTV modes: Scottie1, Scottie2, Scottie DX, Martin1, Martin2, SC2-120 or SC2-180.

10. Select the TX button in MMSSTV.

HOW TO DECODE AN IVAL, IVALTV, VARITV, CALVS OR CALVSTV PICTURE.

1. Place the mouse pointer over the MMSSTV receive window and right click once. A drop down box will appear. Select "copy" and the encoded image will be transferred into the clipboard viewer. The encoded image can also be transferred from the MMSSTV History window in the same manner.

2. In the SSTV+ program select "decode" and the encoded image you received will be decoded. Of course the transmitting station will have to tell you If he sent a IVAL, IVALTV, VARITV, CALVS or CALVSTV encoded image. However, after you gain a bit of experience you will be able to easily tell the difference between an encoded IVAL, IVALTV, VARITV, CALVS or CALVSTV image.

Also, after you have copied the received image to the Windows Clip Board viewer you can place your mouse pointer over the image viewer of the SSTV+ program and simply left click the mouse once and the image stored in the Windows Clip Board viewer will appear in the image viewer of the SSTV+ program. Also the station's call sign and the mode that station selected will be displayed on the gray area of the SSTV+ window (thanks to LICs and LIC+). Now you can encode the image.

If you have the "Comparison" checkbox selected in the SSTV+ program you can decode an encoded Comparison image, which will only shows the right side of the picture processed and protected by IAL or CS. This feature allows you to compare the effectiveness of the IAL or CS protection for the SSTV+ mode you have selected. If you don't want to use this feature simply make sure that the Comparison Mode checkbox is not selected during the decoding process. When you have selected the Comparison mode the decoded picture will show how the right side of the image was protected by IAL or CS and the left side of the picture will be decoded without IAL or CS protection. This will allow you can compare how effective IAL or CS is in eliminating noise from the picture. IAL (Inverse Alternate Line) is active for the IVAL and IVALTV modes. CS (Channel Swapping) is active for the CALVS and CALVSTV modes. Please note that the transmitting station must first encode their picture by selecting the comparison mode in SSTV+ before you will be able to decode the received image using the Comparison mode.

HOW TO USE THE FILTERS.

The following is a brief description of how to use the NR filters. The NR filters are very effective at cleaning up what remains of any noise lines or colored speckles that appear on the picture after the IAL or CS process has finished. The Blue, Red and Green NR Filters along with the Yellow Shift and Blue Shift Filters will not reduce the sharpness of the picture when they are employed. You can prove this to yourself by encoding and immediately decoding a picture with all of these filters checked.

THE POST RECEPTION FILTERS (PR)

The IAL and CS based modes use their own unique Post Reception Filter. There is only one checkbox for the PR Filter. SSTV+ will automatically activate the correct PR Filter for the mode you have chosen.

The PR filter used for IVAL, IVALTV and VARITV should be used whenever noise is observed in the decoded image. You will find that this filter is very effective at reducing noise and in effect improves the signal to noise ratio by 3 DB when it is activated when noise is present in the image. However, you will find that there is a slight reduction in the vertical resolution of the decoded image when this filter is turned on. However, the reduction in noise balances this slight loss of vertical resolution in the decoded image. If noise is not present in the image the PR Filter can be turned off. This will improve the vertical resolution of the image. However, a limited number of background colors in the image may make the scan lines stand out and you will have to engage the PR Filter to hide them if you find them objectionable. You will find that this will be the exception rather than the rule.

The CS (CALVS and CALVSTV) PR (Post Reception Filter) has been changed in version 2.6.3. Also the Red and Blue NR de-speckle Filters have been enhanced for the CS based modes (CALVS and CALVSTV). If band conditions are poor simply select the Red, Blue and Green NR Filters and the PR Filter. If the band conditions are good you can deactivate the CS PR Filter and this will give you slightly better picture sharpness. The CS PR Filter will slightly reduce the picture sharpness but this is balanced out by the reduction in noise.

B (BLUE) NR (NOISE REDUCTION) FILTER

This filter should be left on all the time when you decode an IVAL, IVALTV, VARITV, CALVS or CALVSTV images. This filter is very effective at removing blue speckles or blue lines from the image. However, for pictures received with a poor signal to noise ratio you may experience some blue splotches in IVAL, IVALTV and VARITV generated images. In such a case you will probably get better results by also using the Blue Shift Filter along with the Blue NR Filter. Also If you still have a few blue speckles or lines left in IVAL, IVALTV and VARITV generated images after using the Blue NR filter try

using the Blue Shift NR Filter in conjunction with the Blue NR Filter.

R (RED) NR (NOISE REDUCITON) Filter

This filter can be left on all the time when decoding IVAL, IVALTV, VARITV, CALVS or CALVSTV pictures. This filter is very effective at removing red speckles or red lines from the image.

G (GREEN) NR (NOISE REDUCTION) Filter

This filter can be left on all the time when decoding IVAL, IVALTV, VARITV, CALVS or CALVSTV images. This filter is very effective at removing green speckles or green lines from the image.

LINE DOUBLE FILTER

The LD Filter can be used for IVAL, IVALTV, VARITV, CALVS and CALVSTV. This filter is the same as the old Green NR Filter. The old Green NR Filter is now called the "Line Double" Filter. This filter is very effective at eliminating QRM bursts. You will notice that the slider bar sets the aggressiveness of the "Line Double" Filter. A value of 1 is the most aggressive setting while 320 is the least aggressive setting for this filter. The more aggressive the setting of this filter the more aggressively this filter will remove the noise lines caused by QRM bursts. You will find that if the slider is set to too high of a value some distortion (usually in the form of a shimmer) can be induced into the picture. The rule of thumb here is to reduce the aggressiveness of the Line Doubling Filter when this distortion is observed in the decoded picture.

I would suggest that you use the Line Double Filter with the Green NR filter activated for the best results. I have found that you can achieve more aggressive Line Double Filter settings before distortion is induced into the picture when these filters are used together. This generally means that the Line Double Filter will perform better under such conditions.

The Line Double Filter can provide some fantastic results when it comes too removing noise lines caused by QRM bursts. However, in its present form this filter can affect text highlighting if the aggressiveness of the filter is set below 78. For example, if you use the stock MMSSTV CQ template your call will appear in blue with white highlighting. When the Line Doubling Filter is set to a value below 78 the white highlighting above your call will disappear. The fix is simple. Use a font such as Comic Sans MS. The Line Double Filter has a tendency to eliminate straight white lines as the aggressiveness of the filter is increased. The Comic Sans MS font and others like it will work quite well even when the Line Double Filter set to its most aggressive setting (1). A little experimentation will show which fonts can be used with success.

While we are on the subject of font size try and avoid using any font size less than 18 because the NR filters may make such tiny text hard to read. If you have to use such tiny text try to avoid blue, red, green and yellow text as the NR filters may degrade the text. Once the font size is 18 or greater you will not have to worry about this issue.

YELLOW SHIFT, BLUE SHIFT AND TONAL NR FILTERS

These filters can be used for IVAL, IVALTV, VARITV, CALVS and CALVSTV. However, CALVS and CALVSTV generated images are less susceptible to yellow streaking or splotches when the signal to noise ratio is poor. As a result you wont use the Yellow Shift and Tonal Filters that often with the CS based modes.

It has been observed that certain light colored backgrounds in IVAL. IVALTV and VARITV generated images (such as white, pale blue or pale pink) have a tendency to exhibit yellow streaks or splotches along the axis of the noise lines. These Yellow streaks and splotches normally occur as a result of a deep fade or a poor signal to noise ratio (very weak signal). The Yellow Shift Filter used in conjunction with the Tonal NR Filter will eliminate or at least greatly minimize any yellow streaks or splotches, which may appear on the picture. You probably won't use this filter combination all that often unless you receive a lot of polar bear or winter scene pictures that are received under very poor band conditions. The Tonal Filter can be used in conjunction with the Yellow Shift Filter for severe cases of yellow streaking or splotches. You will find that the Tonal Filter is a very aggressive filter and it is very effective at removing any yellow streaks or splotches that make it through the IAL process.

The Tonal Filter also has a slider, which is used to adjust the aggressiveness of the filter. As the value is increased the aggressiveness of the filter is increased. A Tonal Filter value of 5 is a good place to start for most pictures.

The Blue Shift Filter has been designed to eliminate or minimize large blue splotches in IVAL, IVALTV and VARITV which may occur when the signal to noise ratio is very poor (pictures which have been received in or near the receiver noise floor). So you won't be using this filter all that much. However, if a few blue speckles make it through the Blue NR Filter try activating the Blue Shift Filter too (activate both filters). The only thing that one should be aware of when using the Blue Shift filter is that it can wash out very dark blue colors.

By the way it is unlikely that you will have to use the Yellow or Blue Shift Filters when decoding CALVS or CALVSTV images as the CS modes are less likely to show yellow or blue streaks or splotches then the IAL modes when the signal to noise ratio is poor.

After a bit of experimentation you will feel more comfortable with the use of the NR filters. If you don't like the filter results

simply reinitiate the decoding process with the new NR filter selection(s). Don't forget to recopy the received picture from the MMSSTV Receive or History window back into the Windows Clip Board Viewer again before decoding the picture again.

INSTANT REPLAY FOR REPEATED DECODES

If you don't like how the image has decoded, right-click on the image viewer area in SSTV+ and it will put the original encoded image which is stored in the windows Clip Board Viewer back into the image viewer of SSTV+. Now you can choose another filter selection and decode the picture again. This process can be repeated as many times as you want and will speed up the decoding process if you want to fine tune the filter settings for the best possible picture.

INSTANT DOWNLOAD FOR A QUICKER ENCODE

Once you have loaded a picture into the Transmit window of MMSSTV you can transfer it to the image viewer of SSTV+ by placing the mouse pointer over the image viewer area of SSTV+ and left clicking the mouse once. This action will transfer the image stored in the Transmit window of MMSSTV into SSTV+. Once this is done you can now encode the picture.

Here are some comments from Sam Hunt about the filters.

For CALVS and CALVSTV the Post Reception Filter should be used to minimize any noise speckles that may exist in the picture. However, the use of the CS Post Reception Filter can slightly reduce the vertical resolution in these channels, and isn't so needed as the IAL post-reception filter, so it's optional), but it also has poorer OCI/CCI rejection. It does, however, have a better S:N. Try it and see what you think (SSTV+ knows what Post Reception filter to activate for each SSTV+ mode so don't be concerned about the single check box for this filter. If you select IVAL, IVALTV or VARITV the program will automatically select the IAL Post Reception filter. If you select CALVS or CALVSTV the program will automatically select the CS or Channel Swapping Post Filter).

The G NR filter is no longer called the G NR filter. It's called "line doubling", since this is what it does. Also, the slider works differently. About 64 is the same as setting 4 before.
5: The R NR filter is now much improved, so it's much "safer". There is also a "G NR" filter which is suitable for use on CSSTV images, or to remove the sparse green speckles. It's like the R and B NR filters, but for the G channel. When all three (and nothing else) are on, it's great for CSSTV images.

I hope that some of these prove useful. I think that having the R, G and B NR filters on and nothing else, then decoding a CSSTV image cleans it up quite a bit. This could prove a useful thing to prove the power of the IAL filters. I ought really to change the name of

the program, since it's not just IAL now.

Here are Sam's comments concerning the new Red and Blue CS (CALVS and CALVSTV) NR Filters released in SSTV+ version 2.6.3.

I made some alterations to the B and R speckle filters so that when CS is running then the speckle filters ignore every other line. This means that the lines which are inherently noisy (since they come from the B channel and will eventually be destroyed anyway) do not interfere with the filters. The effect should be that the speckle filters are now much more powerful in CS than they were before. Let me know how they perform.

OTHER FILTERS

Here is a comment from Jane Wack a SWL that is worth noting. " I have found that Paint Shop Pro 7's "edge preserving smooth" filter works wonders on the images after they have been processed by SSTV+. The result is a super quality picture."

I have found that Paint Shop Pro 7 has two very powerful filters, which are very effective at removing whatever noise remains after employing the SSTV+ NR, Shift and LD filters. These filters are the "SALT AND PEPPER" and "FADE CORRECTION" FILTERS. These filters have consistently removed virtually all the noise from SSTV+ images received in the noise floor of the receiver. The Salt and Pepper Filter is the one you will use all the time and the Fade Correction Filter will be used only if you have to restore a bit of color saturation. You should use the Paint Shop Pro 7 filters after cleaning up the picture with the SSTV+ filters for the best results. If you completely rely on the Paint Shop Pro 7 filters to clean up the pictures the results will normally be poor and not worth the effort. You will be amazed at how well the PSP7 filters work. QRP SSTV+ operators should definitely check these filters out.

HOW TO CLEAR THE SETTINGS OF THE SSTV+ PROGRAM IN THE WINDOWS 95, 98, ME and 2000 PRO REGISTRY.

Here are instructions from Sam Hunt on how to clear all of the settings of the SSTV+ program before installing a new version of SSTV+. This procedure should only be followed if you are experiencing a problem with SSTV+. If you experience a problem simply perform this procedure and reopen the desired version of SSTV+. The likelihood that you will have to perform this procedure at this stage in the development of SSTV+ is highly unlikely. But rest assured you can't hurt anything on your PC if you perform this procedure.:-

1:- Run Regedit.EXE (Go to start, run, type "Regedit.exe" and run it)
2:- Go to "HKEY_USERS"
3:- Go to ".DEFAULT"
4:- Go to "Software"
5:- Go to "VB and VBA Program Settings"

6:- Go to "IAL"
7:- Right click on the "IAL" and go to delete. Say yes, that you do want to delete it.
8:- Close regedit.

THE WIDE SCREEN OPTION

Here are some comments from Sam Hunt.

If you've got a scanner or digital camera, then take a few pictures. I think that the aspect ratio is also about the same as the panoramic setting on APS film.

I think that when a lot of high quality wide screen source material (I'm going to upload some to the group files area) is available, then we can appreciate the feature better. At the moment to get a wide screen image from a conventional SSTV image is going to reduce the quality in someway (if you cut off the top and bottom and stretch, then you're getting a lower resolution because it's stretched. If you stretch horizontally, you'll be getting distortions). I'm also going to upload the wide screen test card for everyone to use.

This wide screen ratio is about the same as Cinemascope (it's 2.5:1, and Cinemascope is 2.55:1), so you can get screen grabs from cinemascope films. It's also technically very preferred.

If you've not got wide screen images, then you may just be seeing this fairly impressive looking wide screen black screen, but not actually seeing any real wide screen images! If you've not got any images to try with it, then I'll certainly upload some. Seeing the image in wide screen is very impressive, and will probably convert you instantly. This is a particularly wide wide screen, and is really impressive when you see it! One source for an image may be your rig. Many UHF and VHF mobile (like for a car, but some use them as a base) rigs are about the same as the aspect ratio (or a little wider). A digital photo of one of these really looks quite good. If you've got a digital camera, here are some instructions how I would recommend you go about making a wide screen image:-

1: Put the camera in 640x480 resolution (most do this. If not, get it in something higher than this. If you can't then you won't do it very well). Do not be tricked into the trap of selecting something higher than 640x480 just because your camera supports it - you can get a liaising, reducing the quality.

2: When you take your photo, imagine having the top and bottom cut off. If you're feeling brave, get some insulating/masking tape (if it's not a TTL viewfinder) and put it over the front of the viewfinder to make it the correct aspect ratio, so you can get your image just right.

3: When you've got it in your computer (hopefully you've used highest quality image, or uncompressed if available (FlashPix is better than JPEG if you can do this) so you get the best quality image), crop the image to 640x256 (or in Paint Shop, use the "canvas size" tool under "Image" and "center vertical"). You've now got your wide screen image, in very high quality. If you've got Paint Shop Pro 7, then use the "automatic contrast enhancement" then "automatic saturation enhancement", then "edge preserving smooth" with factor 2 and the "sharpen" filter to make the image the best possible quality. In the enhancement filters, adjust the settings until the image is how you like it. This way, you'll have an excellent source.

You can't really appreciate wide screen until you've got a good image. Simply cropping and resizing a 320x256 image isn't enough for you to really appreciate this.

Last tip: When transmitting wide screen, you want to aim for a mode with around 220 seconds transmission time. Scottie DX is a good mode. Perhaps Marc could advise? The point of the slower modes is that you get a better vertical resolution. In a situation such as this where you can't resolve to 1 pixel ever, then you must try to get as close as you can. Using a mode that resolves to 1 pixel when squashed is great, since then you're getting the best from the system.

Here is a tip from John WA1RKA.

Hi All,

Marc will be posting a wide screen picture and he asked that I share how I did it.

It really was simple; inside my scanning software I noticed a command called custom. I clicked on it and discovered that it allowed me to enter a width and height for the scan of my choosing. Now when I hit the crop and resolution prior to scanning the data entered is a part of the size options. When you click on it a box appears that you can reshape and resize for the area you want to scan. The reshape and resize still keeps the scan at the 640x256 resolution. You may want to check your scanners to see if your software supports the custom option.

My scanner is part of the HP photo smart system. It will scan slides, negatives and prints up to 5x7 inches in size. I also have a flat bed for anything larger than 5x7 inches.

One other item of interest, I am now able to run mobile SSTV and it worked great while I was on my way into Bangor, Maine earlier today. Can hardly wait to try the sstv plus modes.

73 to all
John
wa1rka

Here is a tip from Ric N1YLE.

Hi Marc,

These are brief instructions for using the standard MMSSTV software for making Widescreen images. I use IrfanView Version 3.33 instead of the standard W98 clipboard and find it quite a bit more useful. Freeware is available at http://www.irfanview.com .

Instructions for using the standard MMSSTV Clipper for IAL Widescreen
==========
MMSSTV uses the "Picture Clipper" function to copy pictures from a file to the TX window. This function can be utilized to support the "Widescreen" mode of Sam Hunt's advanced SSTV programs in certain cases. A high-resolution photo can be cropped to the correct W/S aspect ratio using the following technique.

1) On the bottom toolbar, unclick "H/W". This control is used to maintain the correct (320x256) aspect ratio for a normal picture. Widescreen is 640x256. Click the "Stretching" button next to "Max" and select the Stretch mode "Smoothing".

2) Select a point for the upper left corner of the desired image. Move the cursor to this point, depress the left mouse button and hold. While holding the left button down move the cursor to a point for the lower right point of the desired image and release the cursor. Try to maintain the proper aspect ratio for widescreen. This takes a little practice since the "Picture Clipper" does not currently support a cursor position indicator.

(Marc, Sam, and Mako. This would be a useful addition, as would a "W/S" button for correct for correct widescreen aspect ratio ;-)

(NOTE: Sam plans on adding a feature to SSSTV+ that will allow you to precisely crop a picture for the widescreen option the future.)

3) Click the "OK" button and the image will be squashed into the TX window. Look for any unusual color artifacts due to pixel "doubling".

4) Copy to IAL and use IAL to encode a widescreen image. Paste in the TX window then copy back to IAL and decode as a double check. If everything looks good drag the TX to a blank StockTX frame until you are ready to send.

That's it!

73 DE RIC, N1YLE

PROFILES

The Profiles feature can be used to tailor your filter selections for various band conditions and SSTV+ modes. This feature may eliminate a lot of mouse clicks if you set it up correctly. Simply label each profile and Profiles will remember the last filter selection you made for that profile.

Here are Sam Hunt's comments.

Select the profile you want to use.
Change the settings, ignoring the profile.
When you change to another profile, the settings will be picked up from last time you used that profile. When you go to this profile again, the settings that it was on before you changed profiles will be restored.

How to use the profiles:-

1:Name all of the profiles. I suggest using names such as "IVAL", "IVALTV", "CALVS", etc. This means that all of the NR settings will be changed to the most appropriate for the selected mode. To name them, go to the "Profiles" menu and "Rename". It asks you for the name for each profile number, so it says "Profile 1 name?", and you enter the name you want to have for Profile 1 under the menu. Leaving it blank if you're not going to have that profile makes things easier to read (sometime I'll get around to hiding the blank ones even!)

2:- Now, select each profile, setting the settings you want for that profile.

All done!

MULTIPLE IMAGE TRANSMISSION

This option allows you to send two separate images at once if you wish to save some transmission time.

Here are Sam's Comments

This basically means that you're getting "2 for the price of 1". It transmits two images at once. How? By transmitting both at half vertical resolution. This means that you're transmitting with 128 lines, not 256, but the quality reduction is not actually that noticeable.

The full instructions are in the help menu how to use it. Try it and let me know what you think.
Ric N1YLE is pioneering a 3D technique for preparing SSTV+ pictures with the Multiple Transmission Mode. You can view Ric's 3D pictures without the need for 3D glasses. Here are Ric's comments.

Thanks to N1YLE, Ric SSTV+ 3D generated images are now possible. I have created a 3D folder entitled "SSTV+ Net 3D Pictures" in the FILES section of the SSTV_PLUS Yahoo Group for Ric's 3D images.

Here are Ric's comments on the 3D process.

Hello Marc,

I got a chance to try the 3D imaging routine I suggested using Sam's "Twin TX/RX" and it will work. I only have a cheap digital camera, but I made two successful attempts at 3D images. The approach is to

find something with depth to it and photograph it from 2 slightly different angles. I used a tripod and took a shot of my shack then moved the tripod a few inches and took another shot. I did the same with my VibroPlex bug. You copy one shot to the TX window in MMSSTV, open the SSTV+ software, click on the "Twin TX/RX" button, then click "Copy clipboard to..." button for the left or right side.

Do the same for the other shot. The trick is to keep the right and left shots in the correct place. (See problem number 2 below) When this is done, click the "Multiplex two images..." button. Close the "Twin..." box. You will get two squashed images ready for encode. Encode the image and transmit and/or store it.

To receive the 3D image, decode as you normally would, then click "Twin TX/RX" and click the "Demultiplex image in clipboard" button. The two images appear side by side.

Seeing the 3D part is a little tricky. You have to relax your eyes and look past the monitor. When the right and left images blend together, focus on the blended image and you will see a pretty good 3D image. It works on the same principle as those antique "Stereogram" viewers.

There are two slight problems. 1) The digital header appears in one image only (the left one) and can make it difficult to focus your eyes. It would be nice if the header was suppressible. 2) The images get swapped right for left during the Multiplex, Encode, Transmit, Receive, Decode, Demultiplex cycle. This means you must use care when setting up the images to have the left side image in the right side window when you start.

(I think this actually happens during the Multiplex phase, which seems to do it's magic on the current clipboard image first. I'll experiment to determine if changing the order of image loading solves the problem. In other words, process the right most image first so the left image would be the top clipboard image.)

Hey, is this fun or what!

Look forward to trying this out over the air.

73 de Ric, N1YLE

Ric has specially prepared two images of the same subject matter and these pictures are transmitted using the SSTV+ Multiple Transmission option (the "TWIN TX/RX" button).

To view a SSTV+ 3D generated image simply decode the 3D image in the normal fashion and select the SSTV+ "TWIN TX/RX" button and then select the "DEMULTIPLEX IMAGE IN CLIPBOARD" button and two pictures will appear in the IMAGE1 AND IMAGE2 viewers. Next from a distance of about 2 or 3 inches focus on an look through the center point of both images (vertical boarder between both pictures) and RELAX. At first

you will see two images. If you RELAX both pictures will merge into one 3D image. You can adjust the sharpness of this 3D image by slightly adjusting your distance from the image. With a little practice you will master this technique.

This is an ingenious use of the Multiple Transmission option and the neat thing about this technique is that you do not need 3D glasses.

Ric will reveal how he prepares his 3D pictures soon in a future posting. Thanks Ric for developing a very innovative 3D technique. Please check into the SSTV+ Net to view Ric's latest 3D images, or check the 3D folder in the FILES section.

I agree with Ric. This is fun!

POSITIONING SSTV+ ON THE WINDOWS DESKTOP

This version has the ability to remember where to open the SSTV+ program on the Windows Desktop, so you can get it to start up in the same place on the Windows desktop each time you open the SSTV+ program. To position the SSTV+ window on the Windows Desktop simply right click on the gray area under the check boxes in the SSTV+ program. The next time you open the SSTV+ program it will remember to open it's window at this location on the Windows Desktop.

LICs AND LIC+

LICs and LIC+ perform two major functions. Both allow you to decode the picture even when you have missed as much as one fourth of the image (late starts on the interlaced modes only). It also contains your call sign and the SSTV+ mode you have chosen to encode your SSTV+ image. The LICs or LIC+ information is stored in the first 16 lines of all IAL and CS based modes. The late start feature only works for the interlaced modes (IVALTV and CALVSTV). The other modes use LICs to store your call sign and the SSTV+ mode you have selected.

In order to incorporate LICs or LIC+ in IVAL and IVALTV, IAL protection for the Green Channel only was deactivated for the first 16 lines of the encoded image. The LIC information is stored in this area and activating IAL for the green channel in this area interfered with the operation of LIC. As a result, you may find some yellow and or green speckles in this area when the signal to noise ratio is poor. Adding a yellow/green banner to mask the first 16 lines of the picture can alleviate this problem. I have posted an example of this banner on the SSTV_PLUS Yahoo Group.

CS is active on the red, blue and green color channels for CALVS and CAVLSTV in the LIC area. So you won't have to worry about the LIC area being adversely affected by noise when you use these modes.

Here are some comments from Sam Hunt.

Marc refers to my modified version of the interlacing system. My method differs in three main ways. Firstly, it uses 32 repeats. This is proving to spread the noise out the most (so the NR filters have the best chance of removing it). Secondly, the lines are moved in pairs. This means that IAL still has its very good OCI/CCI rejection capabilities. Thirdly, the lines are sequenced differently, so unlike a TV mode, whereby a static crash across 4 lines (or however many) will start to make the static become 2 or 3 lines big, this will try and keep static crashes apart, so the NR filters have the best chance at removing the static crash. One fault with TV modes is that they fail when partially started.

I have added error correction now to the LIC, and done a little adjustment to it. It now can tolerate fairly high levels of slant and noise (I've got it > working reliably when the S:N is -4dB), since it has a CRC. Hopefully, it should not tell you that the CRC is correct when it's not. The CRC is designed so that if it's not sure about the call sign, then it will let you know that the data is possibly wrong by adding "(Bad CRC)" to the end of the decoded call sign text. Please let me know if the CRC causes concern.

I hope that this rather radical change to the LIC code will make the LICs as reliable as they should be. Now, instead of fine-tuning onto the pixels (as it did before, but in the presence of noise could decode wrong) this decoder simply just tries 10 different positions (5 either side of where it should be), and decodes the digital data from all 10 positions. This is added to the digital decoding list and the digital error correction systems can then try and pull any sense out of all of the rubbish. Using very advanced matrixing systems, it can get the correct call sign when only 1 LIC remains, or part of each call sign has been destroyed, but a good part coincides on 2 LICs at any one time. If bandwidth allowed, then I would use far more robust error correction, but sadly I can only be certain of resolving to 4 pixels (so the LIC bits are 4 pixels wide. The image will resolve to 2 pixels, but there is a rise & fall time and ringing to take into account). Multilevel keying is out the question, since once the noise gets poor then the levels will fail. Oh yes, I nearly forgot:- These LICs are incompatible with those of Previous versions!

I've also altered the IAL program, so that the LICs do not have to alter the image quality so much. In the latest IAL version (attached) you will find "LIC+". Turning this on uses full LICs (7 of them), and turning it off only uses 1. 1 is only of use in good condx (since there's nothing to give error correction with) to indicate the call sign and mode. Partial starts also can't be accommodated, since this needs at least 2 to get a "lock" on the image. However, the effect to the image is that only 1 scan line is reduced in quality (and this isn't noticeable), so the image quality reduction is far less. It's right at the top, so you won't really notice it anyway. This single LIC is only of use to signal the call sign and mode. Nothing else.

DIGITAL HEADER OR BANNER

Version 2.6.0 introduces a new optional digital banner, which can be edited to display your call sign and name or QTH. Because this banner is digitally derived it will not degrade when the signal to noise ratio is poor like an old fashion analog banner will. This means that the receiving station will be able to read your call sign and other pertinent information when your signal is fairly weak. If the signal to noise ratio is very poor the banner may fail to decode properly and usually a blank black banner will appear on the decoded image.

To create your own SSTV+ custom banner, simply select "header Line" then "Setup Header". The "Header Code Setup" window will appear. Now add your call sign and other pertinent information. With the space bar you can separate the call sign from the other text you have entered and the spacing between the words and the letters will be altered. Simply stop this process when the desired spacing looks OK to you.

The Foreground Colour control selects your text color and the Background Colour control selects your banner color.

The "Head" checkbox on the front right of the SSTV+ program interface window allows you to activate or deactivate the banner.

Here are Sam's comments about the new digital banner.

I've decided to address a slightly different problem in this version ☐
the lack of noise immunity on the top 16 lines in a TV mode.

How I've gone about fixing this is unconventional (as in, it's not doing image masking), but it's fairly effective. What it does is to place another row of digital codes (very similar in nature to the LICs) below the LICs, which carry just enough information to form a header line (saying simple things, such as "Marc WA4IRE").

This header line, however, can only carry 12 bytes @ 6 bits! 12 bytes by itself is only enough to carry "Marc WA4IRE" (two spaces). It could not carry the colour information. The colour information is carried as hexadecimal on the beginning as 2 bytes, so there is only actually 10 bytes to play with.

Without compression, obviously, the amount of data, which can be conveyed, is insufficient for most purposes. Therefore, compression exists. Knowledge of the compression artifacts is essential to get the most from it (actually, it's not really limiting).

It is very likely you want your call sign in the header. Marc's call sign is 6 bytes. This is far too much. However, we know his call sign from the LICs. The LICs also are slightly more robust (I had to trade off robustness against amount of data!). Therefore, when you enter the call sign in the line, it replaces it with a "!". This saves 5 bytes by itself. You probably would want the image to have your name on the left and your call sign on the right (or something like), and to do this you stick a lot of spaces between each until it is

justified how you want it. However, these spaces take up a lot of room. Therefore, they are compressed. The compression system counts the number of spaces, then puts one space, then the number of spaces (up to 9), so 9 spaces is turned into " 9", and 12 spaces is " 9 3". This is much more efficient on space, again. Why not make 1 space " 0"? Because " " (two spaces) would be interpreted as " 0", and the padding is spaces on the end. It's a little complex, and just to complicate it more, lowercase cannot be transferred! This is because of the 6 bit transfer. Perhaps later I can support it.

This is primitive compression, but it is enough to get the required data across. It's also more resistant to errors than complex compression. I may make it more complex later, if needed.

Personally, I think that this header line looks very good. It appears to be more than robust enough under my tests, and it conveys the information required far clearer than a picture header could do under the same conditions (I think it "breaks down" at about the same point that a picture header becomes unreadable, too)

Let me know what you think. I know you can't get around this header if you don't want it (sorry, but I've not had time to implement this yet), but it may be that you don't need it. Let me know if you do. Also, if the lack of lowercase is an issue, I can add lowercase characters.

Sam

SETTING THE OUTPUT POWER FOR THE SSTV+ MODES

Due to the fact that USA stations are limited to 1500 watts PEP output the maximum power for all of the SSTV+ modes is limited to 1500 watts PEP output. Due to the fact that all the SSTV+ modes transmit the sync pulse at 100% power you will use the sync pulse to set your maximum legal output power for all the SSTV+ modes in the States.

For all the SSTV+ modes the actual power level varies in the same proportion between the blue, red and green channels. The Blue channel has the least amount of power because it has the highest noise immunity. The green channel has the most power because it is the most sensitive channel to noise. The red channel is transmitted at an intermediate power level. However, the synch pulse of all the SSTV+ modes will always be transmitted at 100% output power. The duty cycle will be about 33% when a 3 to 1 power ratio is observed between the sync pulse and the average RGB channel output power.

If you are using your transceiver only to transmit any SSTV+ mode set your power output so that the SSTV+ sync pulse equals the maximum output power of your transceiver for SSB service. You will find that a ratio of 3 to 1 between the average output power of the RGB channels to the peak output power of the sync pulse is normal and

safe if your transceiver is rated at 50% duty cycle for SSB.

Here is an example for a 100-watt output exciter. Set the drive level so that the Sync Pulse generated by any SSTV+ mode equals 100 watts output. The average RGB channel output power will be about 33 watts. The duty cycle will be approximately 33% in this case.

If you are using your transceiver to drive a linear amplifier to transmit any SSTV+ mode set your drive level so that the SSTV+ sync pulse equals the maximum output power that your linear amplifier has been designed to safely handle for SSB service (observing the legal power limit). You will find that a ratio of 3 to 1 between the average output power of the RGB channels to the peak output power of the sync pulse is normal and safe.

If your linear amplifier is rated at 1500 watts PEP output continuous duty or 50% duty cycle for SSB you can safely transmit the SSTV+ sync pulse at 1500 watts PEP output and the picture information (red, green and blue channels) will range from approximately 165 watts PEP output for the blue channel, to 885 watts PEP output for the green channel, or about 500 watts on an average reading wattmeter. The duty cycle will be about 33% for this example.

In both cases simply make sure that the sync pulse generates the maximum output power that the transceiver or linear amplifier will safely handle. Once this is done you will have the correct power ratio between the red, green and blue channels, which contain the picture information, and the sync pulse (3 to 1).

If you are a QRP SSTV operator you can set your power output as follows. You can adjust your output power so that the sync pulse is transmitted at 5 watts output. Once you have set the sync pulse power at 5 watts the average RGB channel power will be about 1.7 watts output. The duty cycle will be about 33% in this case. The power ratio between the sync pulse and the RGB channels will be 3 to 1.

I have received many 20-meter QRP (ranging from 500 MW to 5 watts) SSTV+ pictures from Joel, KE1LA and they were all received in perfect condition except for a few, which were only slightly affected by QRM. I think that you will be amazed at the quality of SSTV+ generated QRP images. If conditions are marginal I suggest the use of IVALTV for HF QRP SSTV.

Please note that the audio output level in the MMSSTV program is not equal for VARISSTV and CSSTV. The audio output level is greater for CSSTV so you must compensate for this reduced audio level for VARISSTV by either increasing the "OUTPUT" level in MMSSTV's Transmit Tab or by increasing the audio level of the sound card in order to compensate for this difference.

PROGRAM VERSION NUMBERS

Here are Sam Hunt's comments.

I've decided to make the version numbers make some sense. At the moment, there is no real logic to them. Here's my system:-

A version is defined as "stable" when no bugs (that we know of!) exist. First number (major release, is currently 2). This will stay at 2 for the moment, until I do another major release. I'm planning to do this when the program is stable and has all the features we want.

Second number (minor release, is currently 4). This will go up every time a new feature is added. However, new features will not be added until the last minor release is stable.

Revision (last number, is currently 1). This will go up for every time I send a different version out. Hopefully 1 should be stable, but if it's found to be unstable, then I make an alteration and call this 2. Another alteration, 3, and so on. This keeps going until the release is stable. It will normally start at 0, but I did a little alteration, so had to recompile.

The stable releases (when they are decided to be stable) will be placed in the files area. Also, a history of all of the releases will sit there, explaining the improvements. A stable release should really be used if you're just "using" the system, but if you want to help me develop the system, I would appreciate it if you could use the latest version (even though it may not have been deemed stable yet), so you can find out if it is stable. When nobody has complained about bugs, then I'll deem it stable, and then I can implement another feature or two.

I won't implement more than 1 feature normally. When I do, it is because I am confident that any bugs in one will create obviously different errors to bugs in the other. For instance, changing the caching system and the B NR at once (not that I'm planning to!) would not be done, since a bug in either is not obvious where it's coming from. However, the tonal NR and profiles are fairly different, so if the settings are not sticking, then it's very unlikely that the tonal NR is doing this. Also, if the picture ends up green, then it's unlikely the profiles are causing this!

HISTORY OF VERSION UPDATES

2.4.0:
Not publicly released. Internal test

2.4.1(STABLE):
Tonal NR slider,
Profiles,
Certified call signs removed,
Awarded call signs added.

2.5.0(STABLE):
Multiple transmissions added.

2.6.0(NOT STABLE):
Three passes on LIC decoding (more robust?)
Header line added. John KQ4FT has detected a "runtime" error 5. I've sent an e-mail to him to try and investigate this further

2.6.1(NOT STABLE TEMPORARY RELEASE):
The new header line has been activated for all modes
Minor bug fixes. Progress bar routine to speed things up.
-The error reported by John KQ4FT has not been fixed, since I've not yet heard back from him. However, nobody else was experiencing this, so I'm fixing other bugs in the meantime.

2.6.2(NOT STABLE TEMORARY RELEASE):
The multiplexed images no longer swap incorrectly.
The new header is optional.
The new header appears at the top of BOTH demuxed images, not just the right one.
The error from John KQ4FT still has not been confirmed fixed, but there are other issues which need fixing, such as the new header issue and the images issue (for 3D).

2.6.3(NOT STABLE TEMORARY RELEASE):
Improved filters for the speckle when using CS (CALVS & CALVSTV).
I have details about the error from John KQ4FT, and Marc WA4IRE has supplied him with instructions to clear the registry.

Please note that SSTV+ version 2.6.3 has been found to be stable. The Run Time 5 Errors have ceased.

FINAL COMMENTS

The SSTV+ program should be considered a Beta Program. This product is still in the development stage. Let us know if you have any problems with the program. We would also be very much interested in your evaluation of the program and any comments you may want to offer about the performance of IVAL, IVALTV and VARITV, or CALVS and CALVSTV. The VARI_IAL Yahoo Group has been renamed to SSTV_PLUS. Please join the SSTV_PLUS Yahoo Group (SSTV_PLUS@...) which is devoted to the development and evaluation of SSTV+. Please join this group and share your experiences with this product with us.

You can visit the SSTV_PLUS Yahoo Group by entering the following URL: HTTP://GROUPS.YAHOO.COM/GROUP/SSTV_PLUS. This URL will take you to the Yahoo Groups Page. Once there you will notice a search window. Simply perform a search for SSTV_PLUS and you will be taken directly to the SSTV_PLUS Yahoo Group.

The SSTV+ Net pictures are posted on our SSTV_PLUS Yahoo site under the PHOTOS section. Also the test images from our HF Simulator Noise Test are posted under the FILES section of our SSTV_PLUS site. Also

you will find many interesting wide screen and 3D pictures posted on this site. The latest version of SSTV+ and the instructions are posted there too.

The SSTV+ Net meets daily on 14.227 MHz at 10PM EST (03:00 UTC) on weekdays and 9 PM EST (02:00 UTC) on weekends. Please drop by and say howdy and trade some SSTV+ pictures with the group or if you need assistance with the SSTV+ program.

Please note that SSTV+ was developed by Sam Hunt and is offered free of charge to the MMSSTV Amateur Radio community. There will be no charge for this product now or in the future. Once the SSTV+ program is ready for public release we hope that it will be added as a plug in program along with MMSSTV so that entire MMSSTV community will be able to evaluate this program. If the reaction to the SSTV+ program is positive then Mako will most likely incorporate a real time version of SSTV+ or allow SSTV+ to be a plug-in to the MMSSTV program. So your comments and evaluations are very important to the further development of SSTV+.

Please enjoy the
(Message over 64 KB, truncated)

231. Announcing Version 2.7.0 of SSTV+

Yahoo group: sstv_plus
Date: 2001-11-25 16:35:06 UTC
From: Samuel Hunt
Topic: 231 Message: 231
Attachments: 3 described; binary payloads are missing from this source WARC

[Attachment content not displayed]

232. Re: CLAVS AND CALVSTV FILTER USE PRACTICE

Yahoo group: sstv_plus
Date: 2001-11-25 18:16:53 UTC
From: wa4ire@yahoo.com
Topic: 198 Message: 232

Hello,

SSTV+ version 2.6.3 introduces new enhanced Red and Blue NR Fiters and a new PR Filter for the CS modes (CALVS and CALVSTV). This change makes it very easy to make a decision as to what filters you should start with when you decode a CALVS or CALVSTV picture. Simply leave the Red, Blue and Green NR Filters on all the time along with the PR Filter. The only other Filter you may have to use is the LD or Line Double Filter which appears to be more effective now with these new RGB NR and PR Filters.

By the way you can now leave the RGB NR Filters and PR Filter on all the time for all the SSTV+ modes. This really simplifies the filter selection issue.

I have uploaded just one encoded CALVSTV image for practice in the FILES section in the Practice Foder for CALVS and CALVSTV. This picture was received from WA1RKA, John and was subjected to a S9+ carrier for about 1/8 of a frame and some other CW QRM. This example will give you some practice at using the LD filter. I have included a decoded image of the same picture showing you how I decoded the picture. I have also included an additional decoded image of the same picture showing how the PSP7 filters worked for the final clean-up of the picture.

73
Marc
wa4ire

--- In sstv_plus@y..., wa4ire@y... wrote:
> Hello,
>
> I have created another folder in the FILES section which will give
> you some practice decoding CALVS and CALVSTV images with the
> appropriate filters selected.
>
> I will add more pictures to this folder soon. Please not the filter
> slections I used on the decoded image. The filter slections are
part
> of the title for the image.
>
> BNR = Blue speckle filter which removes blue speckles and lines.
> RNR = Red speckle filter which removes red speckles and lines.
> GNR = Green speckle filter which removes green speckles and lines.
>
> The use of the RGB NR filters will not reduce the clarity of the

> image when they are used.
>
> PR = Post Reception Filter. Removes red and blue speckles and
lines
> and should be used independently of the RNR and the BNR Filters.
> The PR filter will reduce the resolution of the image slightly.
> However, I have found that in some cases the RNR and BNR will give
> better results than the PR Filter and this filter selection will
also
> maintain the clarity of the image. The GNR can be used with or
> without the PR Filter.
>
> LD = Line Double Filter can be used to minimize or eliminate
noise
> lines caused by QRM bursts. Adjust the slider bar to a smaller
value
> for more aggressive filtering. Some distortion maybe observed in
the
> picture if the value of this filter is set too high. When this
point
> is reached simply reduce the value of the setting by setting the
> slider back to a higher number. I normally move the slider in
> increments of +/- 10 at a time in order to get in to the ball park
> then 2 increments at a time when I am fine tuning.
>
> The Yellow Shift, Blue Shift and Tonal Filters will see little
> use with the CS based modes (CALVS and CALVSTV). However, an
> occassional strong QRM or QRN burst may leave a mild yellow or blue
> streak on the image when the signal to noise ratio is very poor.
> After the RGB power output power levels are modified the CS modes
> will offer even more resistance to yellow or blue hue shifting when
> the signal to noise ratio is very poor.
>
> In the rare case where you see a yellow noise line on the image
> simply engage the Yellow Shift Filter. The Tonal NR was designed to
> be used in conjunction with the Yellow Shift Filter if it is
needed.
> In the rare case where you see a blue line make it past the PR or
the
> BNR Filters use the Blue Shift Filter. The Tonal Filter has a
slider
> wich allows you to set the agressiveness of the filter. 25 is the
> most aggressive setting for this filter. This filter can wash out
the
> picture if it is set to too high a value. When a washout of the
color
> is observed simply reduce the agressiveness of the Tonal
> Filter by moving the slider to a smaller value.
>
> Sam Hunt is going to eventually improve the quality of the CALVS

and
> CALVSTV filters soon. Improving the filtering and modifying the RGB
> channel power output levels for the CS modes (CALVS and CALVSTV)
> should bring the CS modes on a par with the IAL based modes (IVAL
and
> IVALTV) for noise rejection in the presence of QSB and QRN.
However,
> I suspect that the IAL based modes will continue to give better
> severe QRM rejection than the CS modes. It is going to be very
> interesting to see how well the CS modes will work when Sam is
> finished.
>
> Presently, the CS modes will generally provide a clearer picture
than
> the IAL based modes but will offer less resistance to the effects
of
> QRM than the IAL based modes. Presently, when the signal to noise
> ratio is poor yellow and blue hue shifts will occur rarely on CS
> based images and be on a par with CSSTV images received under
similar
> cirumstances.
>
> Stay tuned because the CS modes (CALVS and CALVSTV) are going to
get
> better and better as more enhancments are implemented.
>
> 73
> Marc
> wa4ire

233. Image grabber

Yahoo group: sstv_plus
Date: 2001-11-26 16:40:34 UTC
From: Ric Shanahan
Topic: 233 Message: 233
Attachments: 2 described; binary payloads are missing from this source WARC

[Attachment content not displayed]

234. Sound setting grabber

Yahoo group: sstv_plus
Date: 2001-11-26 16:44:39 UTC
From: Ric Shanahan
Topic: 234 Message: 234
Attachments: 2 described; binary payloads are missing from this source WARC

[Attachment content not displayed]

235. Announcing a chat session

Yahoo group: sstv_plus
Date: 2001-11-27 18:48:00 UTC
From: Samuel Hunt
Topic: 235 Message: 235

Hi All!

At 20:00GMT (My local time is GMT, so it's not too unreasonable, in case it keeps running for hours!) on Saturday (1st December), I will be running an online chat to discuss SSTV+. I hope that the time is reasonable. It's as late as I can easily go (I would prefer not to be half-asleep at the time!), and it's not (hopefully) at 1pm or some other unreasonable time for those of you in the US. I think it works out to be about 3pm. I will stay listening for about 15 minutes from this time, and if nobody joins, then I will give up!

This is going to be for an experiment, to see if people are interested, and if they are, if it's worthwhile.

The main topics which I want to discuss is how SSTV+ preforms on-air, and anything which people don't like about it. I would be interested in hearing what people think about the interface (if there are any improvements).

It will also be a chance for me to chat with those who take part in the SSTV+ transmissions who I may not have had communications with before.

I'll just let it go on as it does. I'm not going to impose any rules. If people join in, and it all turns out to be worthwhile, then I'll try to make it a weekly/fortnightly/monthly (as appropriate) thing.

The forum which I'm going to use is the Yahoogroups chat facility. To get into this, go into the SSTV_Plus main page (http://groups.yahoo.com/group/sstv_plus), then click on "Chat" on the left. You probably need to be logged in to use this. You'll probably need to install an applet, so it's best to visit the chatroom before Saturday, to check that it can work with your OS, and get it all installed on your computer. When you first visit the chat room, you will probably find it asks you to install an applet. I can assure you that this is safe (I use the latest weekly update of Dr. Solomon's Antivirus, with the Herustic scanning on full), and I've had this applet installed for ages with no problems. Also, coming from a respectable source such as Yahoo, there is not likely to be any problems.

Well, I hope to speak to some of you on Saturday. I hope that I've chosen a convenient time, but since I've said this time, it's probably best that we don't change it. We can discuss the timing in the chatroom, and decide if the time is convenient, or if there is a more convenient day/time for us all.

Sam

--

_____
1 cent a minute calls anywhere in the U.S.!

http://www.getpennytalk.com/cgi-bin/adforward.cgi?p_key=RG9853KJ&url=http://www.getpennytalk.com

236. Announcing SSTV+ version 2.8.0

Yahoo group: sstv_plus
Date: 2001-11-28 18:16:05 UTC
From: Samuel Hunt
Topic: 236 Message: 236
Attachments: 3 described; binary payloads are missing from this source WARC

[Attachment content not displayed]

237. SSTV+ NET NEW DAILY START TIME. 8 PM EST , OR 01:00 UTC

Yahoo group: sstv_plus
Date: 2001-11-29 04:44:51 UTC
From: wa4ire@yahoo.com
Topic: 237 Message: 237

Hello,

In response to the 20 meter band closing earlier the daily start time
of the SSTV+ Net has been changed to 8 PM EST, or 01:00 UTC.

I hope that this time change will allow more people to participate in
the Net. Please check-in when you can and join in on the fun. Also,
if you have any questions about the SSTV+ program or need assistance
please feel free to join us.

73
Marc
wa4ire

238. Chat session to start in 20 minutes

Yahoo group: sstv_plus
Date: 2001-12-01 19:42:00 UTC
From: Samuel Hunt
Topic: 238 Message: 238

Hi all!

Just a reminder that the chat session will start in about 20 minutes.

Sam
--

_____
1 cent a minute calls anywhere in the U.S.!

http://www.getpennytalk.com/cgi-bin/adforward.cgi?p_key=RG9853KJ&url=http://www.getpennytalk.com

239. WHERE WE HAVE BEEN AND WHAT REMAINS TO BE ADDED TO SSTV+

Yahoo group: sstv_plus
Date: 2001-12-02 11:28:38 UTC
From: wa4ire@yahoo.com
Topic: 239 Message: 239

Hello,

The ultimate goal of SSTV+ is to generate an SSTV image, which is superior to conventional SSTV generated images in the following ways.

1. Superior immunity to the effects of QRM, QRN and QSB which cause noise lines and speckles to appear in the received image.

2. Maintain better picture quality than CSSTV generated images when the signal to noise ratio is less than optimal

2. Significantly reduced duty cycle. CSSTV has a duty cycle of 100% and the SSTV+ modes presently have a duty cycle of only 33%. The proposed change in the RGB channel power levels will increase the duty cycle from 33% to 50%. Most commercial transceivers and linear amplifiers can easily handle a duty cycle of 50% on a continous basis.

The ultimate goal of SSTV+ is to generate an SSTV image, which is at least equal to conventional SSTV genrated images in the following ways.

1. Maintain picture sharpness on a par with CSSTV generated SSTV images when the signal to noise ratio is good or better and better picture quality than CSSTV generated images when the signal to noise ratio is less than optimal.

2. Maintain hue integrity on a par with CSSTV generated SSTV images when the signal to noise ratio is very poor.

The IAL based modes (IVAL and IVALTV) offer the best resistance to noise caused by QRM, QSB and QRN. IVALTV offers better noise resistance than IVAL due to its use of FEC interlaced scanning. The CS based modes (CALVS and CALVSTV) offer slightly less resistance to noise caused by QRM, QSB and QRN than the IAL based modes. CALVSTV offers better noise resistance than CALVS due to its use of FEC interlaced scanning. However, both the IAL and CS based modes will provide superior noise rejection over CSSTV generated images.

The Post Reception Filter for the IAL based modes produces a slight reduction in the vertical resolution of IVAL, IVALTV and VARITV generated images. But this filter adds a 3 DB increase in the signal to noise ratio when noise is present and this gain balances out the slight loss in vetical resolution. If noise is not present in an IAL generated image the Post Filter can be turned off. However, with a certain limited number of background colors one may notice the scan lines on an IAL generated image. In this case, the Post Reception

Filter should be activated and the scan lines will disappear. The -1,3,-1 vertical sharpness filter can be used to effectively counter the slight loss of vertical resolution caused by the IAL Post Reception Filter. The Vertical Sharpness Filter does an amazing job.

The CS based modes CALVS and CALVSTV offer picture sharpness which is on a par with CSSTV generated images even with the Post Reception filter activated.

It is also important to note that all the SSTV+ filters will not reduce the picture sharpness. This is an amazing accomplishment. However the Tonal Filter and the Line Doubling Filter can reduce the picture sharpness if they are not used properly (filter agressiveness set too high).

The IAL based modes suffer from yellow and blue hue shifting when the signal to noise ratio is very poor. White and pale blue backgrounds may generate a yellow streak along the axis of the noise line, or yellow splotches when the signal to noise ratio is very poor. Darker background colors may generate blue splotches when the signal to noise ratio is very poor.

So the Yellow Shift and Tonal Filters were introduced to counter the yellow shift issue and the Blue Shift Filter was introduced to counter the Blue Shift issue. Again I feel that it is important to stress that the hue shift issue may arise for certain colored backgrounds in the picture when the signal to noise ratio is very poor.

The CS modes maintain hue integrity on a par with CSSTV generated images when the signal to noise ratio is very poor. Believe it or not even CSSTV generated images may exhibit yellow and blue hue shifting when the singal to noise ratio is very poor.

Can the picture quality of the IAL and CS based modes be improved upon further? The answer is yes they can be improved upon. HF Simulator Noise Tests predict that improved picture quality can be attained by modifiying the RGB channnel power levels for VARISSTV, which is the foundation of all the SSTV+ modes, when the signal to noise ratio is very poor. The results of the HF Simulator Noise Tests can be found inthe FILES section. This tweak will require that MAKO change the RGB channel power levels for VARISSTV in MMSSTV. It is anticpated that this tweak will vastly minimize the yellow and blue shift issue with the IAL based modes and further reduce the grainy effect that is observed in images received when the signal to noise ratio is very poor. SSTV DX and QRP operators will benefit greatly whe this tweak is implemented in MMSSTV. Please check out the HF Simulator Noise Test pictures and see if you agree. These tests clearly show that all the SSTV+ modes provide noise immunity superior to CSSTV generated images.

Presently SSTV+ has the optional digital banner, call sign and mode decoding, Multiple transmission and the very popular Widescreen options. So what does Sam plan on adding to SSTV+ in the near future?

1. The super Tall Screen.
2. The Salt and Pepper Filter.
3. Plug-in version of SSTV+ for MMSSTV.
4. Implementing the high definition RGB modes such as the P and PD modes for SSTV+ (640 X 496).

The Super Tall Screen will compliment the Widescreen mode. The Salt and Pepper Filter will provide a very effective final noise reduction filter that will clean up any noise that may still be present in the image. The Plug-in version of SSTV+ will allow SSTV+ to be attached to MMSSTV so potential users will not have to search the web for the SSTV+ program.

Presently SSTV+ will only work with the 320 x 256 RGB modes. This last enhancement will be a long awaited and welcomed addition to SSTV+. With the reduced duty cycle of the SSTV+ modes we can send High Definition RGB pictures all day long without any adverse effect upon our transmitting equipment.

Of course Sam will continue to improve the performance of SSTV+ in the future, but the major development work is almost over. If SSTV+ is ever implemented into MMSSTV in real time other tweaks could be made that might make the need for noise reduction filters redundant.

I think that all of us who have used Sam's SSTV+ program will agree that he has done a wonderful job with SSTV+. I feel that SSTV+ is a revolutionary SSTV program which will set a new standard for those attempting to create a SSTV system which is impervious to noise caused by QRM, QRN and QSB.

73
Marc
wa4ire

240. Vari multipath images

Yahoo group: sstv_plus
Date: 2001-12-02 12:17:12 UTC
From: Samuel Hunt
Topic: 240 Message: 240

Marc has just uploaded two very interesting images which show the effect of Multipath on Vari.

If you haven't seen these images before, I would encourage you to take a look at them. Just visit
http://groups.yahoo.com/group/sstv_plus/files/CSSTV%20VS.%20SSTV%2B%20AND%20MULTIPATH/ ,
which will take you to the directory they are in. Then, click on which image you want to look at.

Sam
--

_____
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http://www.getpennytalk.com/cgi-bin/adforward.cgi?p_key=RG9853KJ&url=http://www.getpennytalk.com

241. MULTI-PATH TEST CSSTV VS. SSTV+

Yahoo group: sstv_plus
Date: 2001-12-02 12:17:53 UTC
From: wa4ire@yahoo.com
Topic: 241 Message: 241

Hello,

I have created a new folder under the FILES section entitled "CSSTV VS SSTV+ Multipath"

These test pictures were sent by John, GM4NHI back to back on 20 meters to me. John's VARISSTV/IAL, or IVAL picture certainly looks a lot better than the CSSTV image. Both images were received in the clear by me on 20 meters while obvious multi-path conditions prevailed last winter. John's signal was S9 +.

73
Marc
wa4ire

242. Announcing SSTV+ Version 2.9.0

Yahoo group: sstv_plus
Date: 2001-12-02 14:03:44 UTC
From: Samuel Hunt
Topic: 242 Message: 242
Attachments: 3 described; binary payloads are missing from this source WARC

[Attachment content not displayed]

243. Re: (Via SSTV+ reflector) Announcing SSTV+ Version 2.9.0

Yahoo group: sstv_plus
Date: 2001-12-02 20:22:45 UTC
From: Dan W. Dooley
Topic: 243 Message: 243

Sam, the file SSTV+ ended in the extension .EXE_. As a file with that extension will not execute, I deleted the "_" leaving it as the expected .EXE. I tried to run the file and got an error message.

Is there a bug with the file, or am I missing something?

Dan W. Dooley
e-mail to: dandooley@...

----- Original Message -----
From: "Samuel Hunt" <shunt010@...>
To: <sstv_plus@yahoogroups.com>
Sent: Sunday, December 02, 2001 8:03 AM
Subject: (Via SSTV+ reflector) Announcing SSTV+ Version 2.9.0

> Hi Everyone!
>

244. Re: (Via SSTV+ reflector) Announcing SSTV+ Version 2.9.0

Yahoo group: sstv_plus
Date: 2001-12-02 14:51:26 UTC
From: Samuel Hunt
Topic: 243 Message: 244
Attachments: 2 described; binary payloads are missing from this source WARC

[Attachment content not displayed]

245. Re: (Via SSTV+ reflector) Announcing SSTV+ Version 2.9.0

Yahoo group: sstv_plus
Date: 2001-12-02 16:28:30 UTC
From: Kurt Brandstetter
Topic: 243 Message: 245

Hello from Vienna !

Can someone give me the exact name of the File from Version 2.9.0 ?
As I use a firewall the file is renamed to make it unstartable (Zonealarm
renamed to the ectension zl9). But if its an EXE File I tried it and it
crashes.

Be so kind and tell me if the name is IAL.exe or SSTV.exe or another one.
Cannot see it here.

Thanks from Vienna !
Kurt

Samuel Hunt schrieb:
>
> Hi Dan.
>
> Try this version. I think that the + on the end may be causing problems.
> Thanks for reporting it, and let me know if you have any more problems,
>
> Sam

This is the version I get trough the Firewall:
I think it should be SSTVpls.exe but I'm not sure; but if its an EXE it has
a bug.
> ----------
> Name: SSTVpls.zl9
> SSTVpls.zl9 Type: ZoneAlarm MailSafe VBScript file
(application/x-unknown-content-type-ZAMailSafe)
> Encoding: base64

--
73 de Kurt OE 1002419 ICQ-UIN 43074273
CCA member AC01-01249 NCDXF #4175 INDEXA #1720
Homepage: http://www.swl.net/oe1002419
****
The latest QSL's I've received at my homepage:
Pse use link "Latest QSL cards arrived at my postbox"
9L1BTB;5R8GY (AF-090);6H3KK (NA-090);HL1OYF/2 (AS-090)
4T0I (SA-052); RA1QQ/A (RR-2211);3Y0C;RA1TC/1 (EU-162)
****

246. Possible bug in 2.9.0 - fix

Yahoo group: sstv_plus
Date: 2001-12-02 17:09:36 UTC
From: Samuel Hunt
Topic: 246 Message: 246

I think that the following sequence will fix the bug whereby Version 2.9.0 doesn't load.

(BTW - it's an EXE file)

Go to start, Run

Enter "Regedit"

On the left, click on the little + next to HKEY_CURRENT_USER

Now, press on the + next to software.

Press on the + next to VB and VBA Program Settings.

Right - Click on IAL, then click on Rename. Enter IAL_Backup.

Close regedit and try and run it again. Let me know if this works or not.

Thanks,

Sam
--

_____
1 cent a minute calls anywhere in the U.S.!

http://www.getpennytalk.com/cgi-bin/adforward.cgi?p_key=RG9853KJ&url=http://www.getpennytalk.com

247. SSTV+ V2.9.1

Yahoo group: sstv_plus
Date: 2001-12-02 18:01:19 UTC
From: Samuel Hunt
Topic: 247 Message: 247
Attachments: 3 described; binary payloads are missing from this source WARC

[Attachment content not displayed]

248. Re: (Via SSTV+ reflector) Announcing SSTV+ Version 2.9.0

Yahoo group: sstv_plus
Date: 2001-12-02 18:42:51 UTC
From: wa4ire@yahoo.com
Topic: 243 Message: 248

Hi Kurt,

All versions of SSTV+ use a .EXE file extension. Sam has fixed the problem with the latest version of SSTV+. Download version 2.9.1 and it should open OK.

73
Marc
wa4ire

--- In sstv_plus@y..., Kurt Brandstetter <kurt.brandstetter@c...> wrote:
> Hello from Vienna !
>
> Can someone give me the exact name of the File from Version 2.9.0 ?
> As I use a firewall the file is renamed to make it unstartable (Zonealarm
> renamed to the ectension zl9). But if its an EXE File I tried it and it
> crashes.
>
> Be so kind and tell me if the name is IAL.exe or SSTV.exe or another one.
> Cannot see it here.
>
> Thanks from Vienna !
> Kurt
>
> Samuel Hunt schrieb:
> >
> > Hi Dan.
> >
> > Try this version. I think that the + on the end may be causing problems.
> > Thanks for reporting it, and let me know if you have any more problems,
> >
> > Sam
>
>
>
> This is the version I get trough the Firewall:
> I think it should be SSTVpls.exe but I'm not sure; but if its an EXE it has
> a bug.
> > ---

```
------------
> > Name: SSTVpls.zl9
> > SSTVpls.zl9 Type: ZoneAlarm MailSafe VBScript file
(application/x-unknown-content-type-ZAMailSafe)
> > Encoding: base64
>
> --
> 73 de Kurt OE 1002419 ICQ-UIN 43074273
> CCA member AC01-01249 NCDXF #4175 INDEXA #1720
> Homepage: http://www.swl.net/oe1002419
> **********************************************
> The latest QSL's I've received at my homepage:
> Pse use link "Latest QSL cards arrived at my postbox"
> 9L1BTB;5R8GY (AF-090);6H3KK (NA-090);HL1OYF/2 (AS-090)
> 4T0I (SA-052); RA1QQ/A (RR-2211);3Y0C;RA1TC/1 (EU-162)
> **********************************************
```

249. Re: (Via SSTV+ reflector) SSTV+ V2.9.1

Yahoo group: sstv_plus
Date: 2001-12-03 01:10:50 UTC
From: Dan W. Dooley
Topic: 249 Message: 249

Sam, the attachments still have the underscore ("_") tacked on to the EXE.
Previous attachments did not have that.

The only way to get it to attempt to execute is to rename the file from
SSTVplus.EXE_ to +SSTVplus.EXE.

Attempting to execute it results in the following error message?

"SSTVplus.exe has generated errors and will be closed by Windows.
You will need to restart the program."

Dan W. Dooley
e-mail to: dandooley@...

----- Original Message -----
From: "Samuel Hunt" <shunt010@...>
To: <SSTV_plus@yahoogroups.com>
Sent: Sunday, December 02, 2001 12:01 PM
Subject: (Via SSTV+ reflector) SSTV+ V2.9.1

> Hi all!
>
> I've recompiled the EXE file, and now it all works fine. I guess that
there must be a bug in VB's compiler.
>
>

251. SSTV+ NET WINTER SCHEDULE

Yahoo group: sstv_plus
Date: 2001-12-02 19:30:40 UTC
From: wa4ire@yahoo.com
Topic: 251 Message: 251

Hello,

It looks like the 20 meter band is already closed from my QTH to most W2, W3, W7, W8 and W9 stations by 8 PM EST according to my W6EL propagation program.

According to the W6EL propagation program the best time to start the SSTV+ Net would be at 4 PM EST, or 21:00 UTC. This time change would ensure optimal conditions between my QTH in Florida and the rest of the country beyond 1000 miles or so.

Unfortunately we must deal with this earlier 20 band closing by starting the SSTV+ Net even earlier than 8 PM EST. I would like to try having a weekend session only for a while starting at 4 PM EST, or 21:00 UTC on Friday, Saturday and Sunday. I hope this time change will allow everyone an opportunity to participate in the net.

I am starting to see the first signs of long haul East West propagation starting. So I would encourage our European Friends to check-in to the SSTV+ Net and join in on the fun.

Unfortunately, I cannot keep this early schedule during the weekdays due to my work schedule. However, I plan on being active on 14.227 during the week at 9 PM EST to trade pictures with my friends in Maine, VE Land and Europe. It appears that propagation is still fairly good into Maine and Canada fairly late in the evening.

If it looks like 14.227 is going to be busy for an extended period of time I will switch to 14.233, 14.236 or 14.239 as an alternate frequency. Which ever frequency is open. So if you don't hear us on 14.227 try the other frequencies.

If there is a major contest scheduled for the weekend we will not conduct the net on Saturday or Sunday.

Please check-in if you can and let me know how well you are copying everyone. I hope this time change will encourage enough stations from all parts of the country and Europe to join us and trade some SSTV+ pictures with the group. Hope to see you all soon and until then

73
Marc
wa4ire

252. Re: SSTV+ NET WINTER SCHEDULE

Yahoo group: sstv_plus
Date: 2001-12-02 19:42:34 UTC
From: wa4ire@yahoo.com
Topic: 251 Message: 252

Hello,

I just want to correct one error. The start time for the SSTV+ Net on Friday will be 6 PM EST or 23:00 UTC rather than 4 PM EST, or 21:00 UTC due to my work schedule. Sory for the error.

73
Marc
wa4ire

--- In sstv_plus@y..., wa4ire@y... wrote:
> Hello,
>
> It looks like the 20 meter band is already closed from my QTH to most
> W2, W3, W7, W8 and W9 stations by 8 PM EST according to my W6EL
> propagation program.
>
> According to the W6EL propagation program the best time to start the
> SSTV+ Net would be at 4 PM EST, or 21:00 UTC. This time change would
> ensure optimal conditions between my QTH in Florida and the rest of
> the country beyond 1000 miles or so.
>
> Unfortunately we must deal with this earlier 20 band closing by
> starting the SSTV+ Net even earlier than 8 PM EST. I would like to
> try having a weekend session only for a while starting at 4 PM EST,
> or 21:00 UTC on Friday, Saturday and Sunday. I hope this time change
> will allow everyone an opportunity to participate in the net.
>
> I am starting to see the first signs of long haul East West
> propagation starting. So I would encourage our European Friends to
> check-in to the SSTV+ Net and join in on the fun.
>
> Unfortunately, I cannot keep this early schedule during the weekdays
> due to my work schedule. However, I plan on being active on 14.227
> during the week at 9 PM EST to trade pictures with my friends in
> Maine, VE Land and Europe. It appears that propagation is still
> fairly good into Maine and Canada fairly late in the evening.
>
> If it looks like 14.227 is going to be busy for an extended period of
> time I will switch to 14.233, 14.236 or 14.239 as an alternate

> frequency. Which ever frequency is open. So if you don't hear us on
> 14.227 try the other frequencies.
>
> If there is a major contest scheduled for the weekend we will not
> conduct the net on Saturday or Sunday.
>
> Please check-in if you can and let me know how well you are copying
> everyone. I hope this time change will encourage enough stations
from
> all parts of the country and Europe to join us and trade some SSTV+
> pictures with the group. Hope to see you all soon and until then
>
> 73
> Marc
> wa4ire

254. Working latest version of SSTV+

Yahoo group: sstv_plus
Date: 2001-12-02 20:53:04 UTC
From: Samuel Hunt
Topic: 254 Message: 254
Attachments: 1 described; binary payloads are missing from this source WARC

Hi all!

I'm going to ZIP the files in future since this fixed Dan's problem, and they also end up a lot slower.

This version should work (I'm very confident now!). Any bugs, and get in touch with me,

Sam

255. NEW SSTV+ 3D NET PICTURES

Yahoo group: sstv_plus
Date: 2001-12-02 23:04:45 UTC
From: wa4ire@yahoo.com
Topic: 255 Message: 255

Hello,

N1YLE, Ric continues to experiment with new 3D techniques which do not require the use of 3D glasses.

Ric's latest 3D experiment utilized the Widescreen option in SSTV+. Ric offers us two established methods of generating 3D images presented to us in the Widescreen format. The results are amazing so please check these wide screen 3D images out. All of Ric's 3D SSTV+ Net pictures are located in the "SSTV+ 3D NET PICTURES" folder located in the FILES section.

To view these new 3D widescreen images simply copy the encoded 3D image into the TX window of MMSSTV. Then copy the encoded 3D image to SSTV+. Now decode the encoded 3D image using the Widescreen option in SSTV+.

For the 3D image which has the buildings entitled "WS2" in it simply fix your gaze at the center of the image and relax your gaze and eventually you will see a very dramatic 3D picture materialze.

The other 3D image entitled "WS1" has two red dots at the top of the picture. Simply fix your gaze at the center of these two red dots and adjust your distance from the red dots so that 3 red dots appear. This red dot method is nice because it helps you determine the correct viewing distance. Now relax your gaze and eventually a fantastic 3D image will appear. By the way you must disable the header in SSTV+ in order to clearly see the red dots for this particular 3D widescreen image.

These two 3D widescreen images not only demonstrate another use for the SSTV+ widescreen option but will give us a bit of practice at mastering the proper technique required to decode these exciting 3D images with our mind's eye.

Once you have mastered this decoding technique you can give the Multiple Transmission 3D images Ric has provided a try. If you view the 3D Multiple Transmission correctly both the right and the left image will merge and a single 3D image will appear. Each 3D Multiple transmission image is improving as Ric fine tunes his 3D picture preperation. So you may want to start with Ric's latest 3D image. However, all of the 3D Multiple Transmission images will give the viewer a 3D effect once you master the viewing technique.

I hope that you will have fun viewing Ric's 3D images and I encourage Ric to keep up the fine work he is performing with SSTV+ 3D. Thanks Ric and we will be following your progress with 3D imaging with great

interest.

73
Marc
wa4ire

257. IVAL VS SEVERE ON CHANNEL SSTV QRM TEST

Yahoo group: sstv_plus
Date: 2001-12-04 23:11:48 UTC
From: wa4ire@yahoo.com
Topic: 257 Message: 257

Hello,

I wanted to share with everyone the power of IVAL or the IAL process. Therefore, I have created a folder entitled "IVAL SEVERE SSTV QRM TEST" in the FILES section, which shows the results of an on the air SSTV QRM test conducted by WB0YDI (Dave), K9SYL (Syl) and myself.

The purpose of this test was to determine how well and IVAL generated image would be received in the presence of a strong CSSTV SSTV station transmitting on the same frequency. It should be noted that SSTV QRM is the most disruptive QRM for SSTV.

WB0YDI transmitted the picture of the American indian using the SSTV+ IVAL mode with the Comparison option activated, while K9SYL was transmitting a CSSTV generated image of a B1 bomber. Both stations were about equal in signal strength and were transmitting on the same frequency simultaneously.

The test picture shows us just how effective the IAL filter is in minimizing the CSSTV QRM caused by K9SYL. The Comparison option of SSTV+ in this case allowed us to protect the right side of WB0YDI's picture with IAL, while leaving the left side of the picture unprotected (just VARISSTV without IAL).

If you look at the test image carefully you can see K9SYL's CSSTV picture of the B1 bomber (the QRM for this test) on the left side of the test image, but not on the right side of the test image which is protected by IAL.

IVAL and IVALTV both use IAL and will generate some amazingly clear pictures when QRM is present.

73
Marc
wa4ire

258. Re: IVAL VS SEVERE ON CHANNEL SSTV QRM TEST

Yahoo group: sstv_plus
Date: 2001-12-05 03:10:47 UTC
From: wa4ire@yahoo.com
Topic: 257 Message: 258

Hello,

I have added one more picture to this folder in the FILES section, which shows how the IAL process minimizes the effects of co-channel SSTV QRM. Again WB0YDI is transmitting the IVAL picture of the American indian, while K9SYL is making a CSSTV transmission about 1 KC away.

WB0YDI is using the Comparison option of SSTV+ so the right side of the image is protected by IAL and the left side of the picture is not (VARISSTV only). Both stations are about equal in signal strength.

Again the results are amazing.

73
Marc
wa4ire

--- In sstv_plus@y..., wa4ire@y... wrote:
> Hello,
>
>
> I wanted to share with everyone the power of IVAL or the IAL process.
> Therefore, I have created a folder entitled "IVAL SEVERE SSTV QRM
> TEST" in the FILES section, which shows the results of an on the air
> SSTV QRM test conducted by WB0YDI (Dave), K9SYL (Syl) and myself.
>
> The purpose of this test was to determine how well and IVAL generated
> image would be received in the presence of a strong CSSTV SSTV
> station transmitting on the same frequency. It should be noted that
> SSTV QRM is the most disruptive QRM for SSTV.
>
> WB0YDI transmitted the picture of the American indian using the SSTV+
> IVAL mode with the Comparison option activated, while K9SYL was
> transmitting a CSSTV generated image of a B1 bomber. Both stations
> were about equal in signal strength and were transmitting on the same
> frequency simultaneously.
>
> The test picture shows us just how effective the IAL filter is in
> minimizing the CSSTV QRM caused by K9SYL. The Comparison option of
> SSTV+ in this case allowed us to protect the right side of WB0YDI's

> picture with IAL, while leaving the left side of the picture
> unprotected (just VARISSTV without IAL).
>
> If you look at the test image carefully you can see K9SYL's CSSTV
> picture of the B1 bomber (the QRM for this test) on the left side
of
> the test image, but not on the right side of the test image which
is
> protected by IAL.
>
> IVAL and IVALTV both use IAL and will generate some amazingly clear
> pictures when QRM is present.
>
> 73
> Marc
> wa4ire

259. SUGGESTIONS i HAVE RECEIVED FROM OTHERS

Yahoo group: sstv_plus
Date: 2001-12-05 03:27:09 UTC
From: wa4ire@yahoo.com
Topic: 259 Message: 259

Hi Sam,

I have recently received a few suggestions from others concerning SSTV+.

1. Is it possible to resize (make the window smaller or larger) the SSTV+ Window size with the mouse?

2. Add a Help file which would suggest to the new user which SSTV+ mode should be used under varying band conditions? I can write this HELP file Sam and submit it to you.

3. Can the IAL Post Reception Filter be grayed out when you are using CALVS or CALVSTV? I don't think that this is necessary because even if you have this flter selected SSTV+ will not use this PR Filter when you are using CALVS or CALVSTV. The PR Filter for the CS based modes is always on and hidden from the user.

If you have any suggestions please add then to this list.

73
Marc
wa4ire

260. A FEW REMARKS ABOUT THE SSTV+ NET PICTURES

Yahoo group: sstv_plus
Date: 2001-12-05 15:43:55 UTC
From: wa4ire
Topic: 260 Message: 260

Hello,

To my knowledge all of the pictures posted in the SSTV+ Net Pictures folder are transmitted at 100 watts or less. To my knowlege only N7LEQ, Mike is using a linear amplifier at times for his SSTV pictures. The QRP pictures are transmitted at 500 MW to 5 watts.

Also I am amazed at KE1LA's (Joel) QRP pictures. Most of Joel's pictures have been transmitted over the air more than once before thay are posted so they have lost a bit of clarity. There is no doubt in my mind that SSTV+ and QRP go together. Thanks to Joel more of us our going to enjoy QRP SSTV+ in the future.

73
Marc
wa4ire

261. Re: (Via SSTV+ reflector) IVAL VS SEVERE ON CHANNEL SSTV QRM TEST

Yahoo group: sstv_plus
Date: 2001-12-05 16:30:52 UTC
From: Samuel Hunt
Topic: 261 Message: 261

----- Original Message -----
From: wa4ire@...
To: sstv_plus@yahoogroups.com
Sent: Tuesday, December 04, 2001 11:11 PM
Subject: (Via SSTV+ reflector) IVAL VS SEVERE ON CHANNEL SSTV QRM TEST

Hello,

I wanted to share with everyone the power of IVAL or the IAL process.
Therefore, I have created a folder entitled "IVAL SEVERE SSTV QRM
TEST" in the FILES section, which shows the results of an on the air
SSTV QRM test conducted by WB0YDI (Dave), K9SYL (Syl) and myself.

I would encourage people to look at this. The results are very impressive, and show just what power IVAL has for preventing unwanted interference!

Sam

262. Re: (Via SSTV+ reflector) SUGGESTIONS i HAVE RECEIVED FROM OTHERS

Yahoo group: sstv_plus
Date: 2001-12-05 16:34:25 UTC
From: Samuel Hunt
Topic: 262 Message: 262

----- Original Message -----
From: wa4ire@...
To: sstv_plus@yahoogroups.com
Sent: Wednesday, December 05, 2001 3:27 AM
Subject: (Via SSTV+ reflector) SUGGESTIONS i HAVE RECEIVED FROM OTHERS

Hi Sam,

I have recently received a few suggestions from others concerning
SSTV+.

1. Is it possible to resize (make the window smaller or larger) the
SSTV+ Window size with the mouse?
I can make this possible if you would like.

2. Add a Help file which would suggest to the new user which SSTV+
mode should be used under varying band conditions? I can write this
HELP file Sam and submit it to you.

I could have a go at this if you wanted Marc, but if you wanted to, then this would probably be better since you've had experience on-air.

3. Can the IAL Post Reception Filter be grayed out when you are using
CALVS or CALVSTV? I don't think that this is necessary because even
if you have this flter selected SSTV+ will not use this PR Filter
when you are using CALVS or CALVSTV. The PR Filter for the CS based
modes is always on and hidden from the user.
The IAL post reception filter (1,2,1) should actually work in CS based modes. I've made it work like this because it's got very good NR capabilities (adds 3dB to the S:N), so you may want it. You could always apply this and then the sharpen filter (-1,3,-1). But, I'll grey it out if you still want.

Sam

If you have any suggestions please add then to this list.

73
Marc
wa4ire

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264. Re: (Via SSTV+ reflector) SUGGESTIONS i HAVE RECEIVED FROM OTHERS

Yahoo group: sstv_plus
Date: 2001-12-05 19:15:28 UTC
From: wa4ire
Topic: 262 Message: 264

Hi Sam,

In regards to:

1. Yes if you could make the SSTV+ window size adjustable via the
mouse. this would be a worthwhile enhancement.

2. I can write up something for the HELP file and send it to you and
you can add anything that you think will be helpful.

3. Well we may as well keep the PR filter active to give the user
that capability to use this filter for the CS modes.

--- In sstv_plus@y..., "Samuel Hunt" <shunt010@e...> wrote:
>
> ----- Original Message -----
> From: wa4ire@y...
> To: sstv_plus@y...
> Sent: Wednesday, December 05, 2001 3:27 AM
> Subject: (Via SSTV+ reflector) SUGGESTIONS i HAVE RECEIVED FROM
OTHERS
>
>
> Hi Sam,
>
> I have recently received a few suggestions from others concerning
> SSTV+.
>
> 1. Is it possible to resize (make the window smaller or larger)
the
> SSTV+ Window size with the mouse?
> I can make this possible if you would like.
>
>
>
> 2. Add a Help file which would suggest to the new user which
SSTV+
> mode should be used under varying band conditions? I can write
this
> HELP file Sam and submit it to you.
>
> I could have a go at this if you wanted Marc, but if you wanted to,
then this would probably be better since you've had experience on-air.
>
>

> 3. Can the IAL Post Reception Filter be grayed out when you are
using
> CALVS or CALVSTV? I don't think that this is necessary because
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> if you have this flter selected SSTV+ will not use this PR Filter
> when you are using CALVS or CALVSTV. The PR Filter for the CS
based
> modes is always on and hidden from the user.
> The IAL post reception filter (1,2,1) should actually work in CS
based modes. I've made it work like this because it's got very good
NR capabilities (adds 3dB to the S:N), so you may want it. You could
always apply this and then the sharpen filter (-1,3,-1). But, I'll
grey it out if you still want.
>
> Sam
>
>
> If you have any suggestions please add then to this list.
>
> 73
> Marc
> wa4ire
>
>
>
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>
>
>
> To unsubscribe from this group, send an email to:
> sstv_plus-unsubscribe@y...
>
> Your moderators are Marc Guitard and Samuel Hunt
>
>
>
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265. Re: (Via SSTV+ reflector) SUGGESTIONS i HAVE RECEIVED FROM OTHERS

Yahoo group: sstv_plus
Date: 2001-12-05 19:33:35 UTC
From: Samuel Hunt
Topic: 262 Message: 265

----- Original Message -----
From: wa4ire
To: sstv_plus@yahoogroups.com
Sent: Wednesday, December 05, 2001 7:15 PM
Subject: Re: (Via SSTV+ reflector) SUGGESTIONS i HAVE RECEIVED FROM OTHERS

Hi Sam,

In regards to:

1. Yes if you could make the SSTV+ window size adjustable via the
mouse. this would be a worthwhile enhancement.

I'll do this then

2. I can write up something for the HELP file and send it to you and
you can add anything that you think will be helpful.

If you could, then this would be very helpful. I'm preparing a website which will go online soon. It's going to be made up mainly from the past posts on the SSTV_Plus reflector, but edited so that it reads well (without stops and starts). The website is going to explain how the entire SSTV+ thing works in enough detail for the curious user (not specific code or anything like that, but it's going to give you a little info on how the filters work, so you should be able to work out where they work best)

3. Well we may as well keep the PR filter active to give the user
that capability to use this filter for the CS modes.

Saves programming for me!

Sam

--- In sstv_plus@y..., "Samuel Hunt" <shunt010@e...> wrote:
>
> ----- Original Message -----
> From: wa4ire@y...
> To: sstv_plus@y...
> Sent: Wednesday, December 05, 2001 3:27 AM
> Subject: (Via SSTV+ reflector) SUGGESTIONS i HAVE RECEIVED FROM
OTHERS
>
>
> Hi Sam,
>
> I have recently received a few suggestions from others concerning
> SSTV+.

>
> 1. Is it possible to resize (make the window smaller or larger)
the
> SSTV+ Window size with the mouse?
> I can make this possible if you would like.
>
>
>
> 2. Add a Help file which would suggest to the new user which
SSTV+
> mode should be used under varying band conditions? I can write
this
> HELP file Sam and submit it to you.
>
> I could have a go at this if you wanted Marc, but if you wanted to,
then this would probably be better since you've had experience on-air.
>
>
> 3. Can the IAL Post Reception Filter be grayed out when you are
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> CALVS or CALVSTV? I don't think that this is necessary because
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> if you have this flter selected SSTV+ will not use this PR Filter
> when you are using CALVS or CALVSTV. The PR Filter for the CS
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> modes is always on and hidden from the user.
> The IAL post reception filter (1,2,1) should actually work in CS
based modes. I've made it work like this because it's got very good
NR capabilities (adds 3dB to the S:N), so you may want it. You could
always apply this and then the sharpen filter (-1,3,-1). But, I'll
grey it out if you still want.
>
> Sam
>
>
> If you have any suggestions please add then to this list.
>
> 73
> Marc
> wa4ire
>
>
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266. Re: (Via SSTV+ reflector) SUGGESTIONS i HAVE RECEIVED FROM OTHERS

Yahoo group: sstv_plus
Date: 2001-12-05 20:14:17 UTC
From: wa4ire
Topic: 262 Message: 266

Hi Sam,

The new website can be very helpful for new SSTV+ users.

For the past few weeks I have been monitoring 14.230 during prime time watching Conventional SSTV generated images and I was surprised at the amount of noise content in those pictures. Even stations 20 DB over S9 had significant noise lines.

All I can say to you Sam is thanks for developing SSTV+. I would have a hard time going back to CSSTV if SSTV+ didn't exist.

73
Marc
wa4ire

--- In sstv_plus@y..., "Samuel Hunt" <shunt010@e...> wrote:
>
> ----- Original Message -----
> From: wa4ire
> To: sstv_plus@y...
> Sent: Wednesday, December 05, 2001 7:15 PM
> Subject: Re: (Via SSTV+ reflector) SUGGESTIONS i HAVE RECEIVED
FROM OTHERS
>
>
>
> Hi Sam,
>
> In regards to:
>
> 1. Yes if you could make the SSTV+ window size adjustable via the
> mouse. this would be a worthwhile enhancement.
>
> I'll do this then
>
>
> 2. I can write up something for the HELP file and send it to you
and
> you can add anything that you think will be helpful.
>
> If you could, then this would be very helpful. I'm preparing a
website which will go online soon. It's going to be made up mainly
from the past posts on the SSTV_Plus reflector, but edited so that it
reads well (without stops and starts). The website is going to

explain how the entire SSTV+ thing works in enough detail for the
curious user (not specific code or anything like that, but it's going
to give you a little info on how the filters work, so you should be
able to work out where they work best)
>
>
> 3. Well we may as well keep the PR filter active to give the user
> that capability to use this filter for the CS modes.
>
> Saves programming for me!
>
> Sam
>
>
>
> --- In sstv_plus@y..., "Samuel Hunt" <shunt010@e...> wrote:
> >
> > ----- Original Message -----
> > From: wa4ire@y...
> > To: sstv_plus@y...
> > Sent: Wednesday, December 05, 2001 3:27 AM
> > Subject: (Via SSTV+ reflector) SUGGESTIONS i HAVE RECEIVED FROM
> OTHERS
> > >
> > >
> > > Hi Sam,
> > >
> > > I have recently received a few suggestions from others
concerning
> > > SSTV+.
> > >
> > > 1. Is it possible to resize (make the window smaller or larger)
> the
> > > SSTV+ Window size with the mouse?
> > > I can make this possible if you would like.
> > >
> > >
> > >
> > > 2. Add a Help file which would suggest to the new user which
> SSTV+
> > > mode should be used under varying band conditions? I can write
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> > > HELP file Sam and submit it to you.
> > >
> > > I could have a go at this if you wanted Marc, but if you wanted
to,
> then this would probably be better since you've had experience on-
air.
> > >
> > >

> > 3. Can the IAL Post Reception Filter be grayed out when you are
> using
> > CALVS or CALVSTV? I don't think that this is necessary because
> even
> > if you have this flter selected SSTV+ will not use this PR
Filter
> > when you are using CALVS or CALVSTV. The PR Filter for the CS
> based
> > modes is always on and hidden from the user.
> > The IAL post reception filter (1,2,1) should actually work in CS
> based modes. I've made it work like this because it's got very good
> NR capabilities (adds 3dB to the S:N), so you may want it. You
could
> always apply this and then the sharpen filter (-1,3,-1). But, I'll
> grey it out if you still want.
> >
> > Sam
> >
> >
> > If you have any suggestions please add then to this list.
> >
> > 73
> > Marc
> > wa4ire
> >
> >
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> >
> >
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> >
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> Your use of Yahoo! Groups is subject to the Yahoo! Terms of
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267. SSTV+ PROGRAM AND INSTRUCTIONS ALSO IN FILES SECTION NOW

Yahoo group: sstv_plus
Date: 2001-12-07 17:32:56 UTC
From: wa4ire
Topic: 267 Message: 267

Hello,

In response to suggestions I have created two new files in the FILES section which contain the latest SSTV+ program and the instructions. The SSTV+ program file will point to the appropriate posted message so you can read Sam's comments about the latest SSTV+ release. I hope this change will make it easier for everyone to find the latest version of SSTV+ and the instructions.

73
Marc
wa4ire

268. Another suggestion

Yahoo group: sstv_plus
Date: 2001-12-09 09:00:21 UTC
From: wa4ire
Topic: 268 Message: 268

Hi Sam,

N8ME, Mark asks if you can program SSTV+ to automatically select the SSTV+ mode needed to decode the received picture?

73
Marc
wa4ire

269. Re: (Via SSTV+ reflector) Another suggestion

Yahoo group: sstv_plus
Date: 2001-12-09 11:52:04 UTC
From: Samuel Hunt
Topic: 269 Message: 269

> Hi Sam,
>
> N8ME, Mark asks if you can program SSTV+ to automatically select the
> SSTV+ mode needed to decode the received picture?

I can do. I'll make it semi-automatic, in that you've got to enable this feature, since in bad condx, it may be selected incorrectly.

270. PCI SOUNDCARD ISSUE

Yahoo group: sstv_plus
Date: 2001-12-10 14:13:55 UTC
From: wa4ire
Topic: 270 Message: 270

Hello,

I had an interesting experience yesterday while conducting the SSTV+ Net. I was sending a CALVSTV picture to W8ERN, Angelo and he was having trouble decoding the picture. Then John, WA1RKA noticed that My SSTV+ transmission was loosing sync. Next I discovered that everytime the other station lost sync on my picture I observed a spike in my scope monitoring my output signal. Next I listend to the SSTV signal via my PC speakers. Yes you guessed it. I could hear an intermittent popping sound.

I am using a Sound Blaster Live card. Of course it is possible that the sound card is OK and MMSSTV is the true culprit.

I have also been told that PCI sound cards are more likely to generate unwanted random popping noises as compared to ISA sound cards. If this is true the random popping noises (if and when they occur)may reduce the probability of reliably decoding the TV mode pictures. So you may want to check your sound Card out to see if it is generating a clean output. We may even find that other people are experiencing the same problem but it may be caused by MMSSTV rather than any defect in a PCI sound card.

it will be interesting to see if the problem goes away when the SB 16 is installed.

If anyone else has had a sound card issue similar to this one I would certainly like to hear about your experience.

So the next step is to replace my Sound Blaster Live sound card, which I believe is a PCI card with my older Sound Blaster 16 ISA card. Hopefully I will find the source of the problem soon.

73
Marc
wa4ire

271. 100 members

Yahoo group: sstv_plus
Date: 2001-12-12 21:48:34 UTC
From: Samuel Hunt
Topic: 271 Message: 271

We've just reached the grand total of 100 members on the list!

This is just 1 under one eighth of the MMSSTV group! Considering that the program needs MMSSTV to work, and MMSSTV's group (according to the owner!) has all of the users subscribed, then I think that this COULD (it probably doesn't, of course) mean that just under 1 eighth of the MMSSTV users use SSTV+!

This is quite impressive really. If Mako looked at things this way, then I think that things would be very different with his attitude to SSTV+

Sam

272. Nightly 20 meter net

Yahoo group: sstv_plus
Date: 2001-12-14 23:29:31 UTC
From: wa1rka
Topic: 272 Message: 272

Looks like the nightly net on 14.227 has come to an end for this season.Good thing Marc decided to start earlier on the weekends, at least we wont be completly without..Propagation during the evenings here in Maine has been rather unusual since this past Sunday the 9th.

John
wa1rka

273. RE: (Via SSTV+ reflector) Nightly 20 meter net

Yahoo group: sstv_plus
Date: 2001-12-14 23:42:55 UTC
From: Sylvan Malis
Topic: 272 Message: 273

And here I thought it was just me. Glad to know it was the conditions.
When I get the beam up maybe we can see what the path is between you and me
John.

Talk to you later.

Sylvan
K9SYL

-----Original Message-----
From: wa1rka [mailto:wa1rka@...]
Sent: Friday, December 14, 2001 5:30 PM
To: sstv_plus@yahoogroups.com
Subject: (Via SSTV+ reflector) Nightly 20 meter net

Looks like the nightly net on 14.227 has come to an end for this
season.Good thing Marc decided to start earlier on the weekends, at
least we wont be completly without..Propagation during the evenings
here in Maine has been rather unusual since this past Sunday the 9th.

John
wa1rka

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<http://rd.yahoo.com/M=218059.1783662.3300202.1261774/D=egroupweb/S=17050631
08:HM/A=904006/R=0/*http://spiderman.sonypictures.com>

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sstv_plus-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

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<http://docs.yahoo.com/info/terms/> .

274. CSSTV YELLOW HUE SHIFT EXAMPLES

Yahoo group: sstv_plus
Date: 2001-12-15 04:55:46 UTC
From: wa4ire
Topic: 274 Message: 274

Hello,

I have created a new folder, which will showcase CSSTV (conventional SSTV) pictures exhibiting a yellow hue shift. I had two other CSSTV pictures that showed a more dramatic yellow hue shift but they were accidentally deleted.

The purpose of this folder is to document the fact that a yellow hue shift may also occur on CSSTV images when white or pale blue backgrounds are present, when the signal to noise ratio is poor.

73
Marc
wa4ire

275. CSSTV HUE SHIFTS CAUSED BY SSTV QRM

Yahoo group: sstv_plus
Date: 2001-12-15 14:53:40 UTC
From: wa4ire
Topic: 275 Message: 275

Hello,

Sam and I have observed that CSSTV generated images are also susceptible to hue shifts when SSTV QRM is present. I have created another folder (CSSTV hue shifts caused by QRM) in the FILES section which contains a CSSTV picture received from K6ASK when another SSTV station was transmitting on the same frequency.

Here are Sam's comments about this observed hue shift in the K6ASK picture.

"I would suggest that this colour shift is caused by another CSSTV image intefering at a much weaker power. It appears slighly off frequency (about 150hz?), and is another CSSTV image. I would suggest that this image is one of those transmitted by either the poor practice of sending a 1/8 or 1/4 image to call CQ or a much faster transmission (Robot 36 or faster). I can't read it, but I would suggest that this image was made with a poorly shaped bandpass (of the type which is noticably curved, so that whites and blacks are transmitted at lower powers than the mid-greys). When it hits a mid-grey, then it is just enough power to start showing up on the image. Therefore, the areas reflecting mid-greys cause a noisier area. If the image had, say, a (R,G,B) 128,0,255 colour, then the 128 of the red would leak through. Of course, it's probably not in synch, so it could be any channel. However, if it was the same mode, then the channel scans would be the same timing. Therefore, only one channel is really affected.

The red and blue channels only really show any inteference. The green is normal. This "dark bar" would be causing the colour misbalance.

This is about the best I can do. It's not very clear, but I would suspect that this is a CSSTV/CSSTV inteference. This proves that CSSTV is not free of colour shifts.

Of course, the other thing that it could be is as I suggested a while back - Vari intefering with CSSTV. However, I feel this is unlikely."

The last picture from K6ASK is a control picture which does not exhibit this apparent purple hue shift.

73
Marc
wa4ire

276. Re: CSSTV HUE SHIFTS CAUSED BY SSTV QRM

Yahoo group: sstv_plus
Date: 2001-12-15 15:08:53 UTC
From: wa4ire
Topic: 275 Message: 276

Hello,

I forgot to mention that the IVAL and IVALTV SSTV+ modes will
dramatically reduce unwanted hue shift caused by SSTV QRM. See the
folder entitled "IVAL SEVERE SSTV QRM TEST" in the FILES section for
examples of IAL (Inverse Alternate Line) working in the presence of
on-channel and co-channel SSTV QRM.

73
Marc
wa4ire

--- In sstv_plus@y..., "wa4ire" <wa4ire@y...> wrote:
> Hello,
>
> Sam and I have observed that CSSTV generated images are also
> susceptible to hue shifts when SSTV QRM is present. I have created
> another folder (CSSTV hue shifts caused by QRM) in the FILES
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> which contains a CSSTV picture received from K6ASK when another
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> station was transmitting on the same frequency.
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> Here are Sam's comments about this observed hue shift in the K6ASK
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> "I would suggest that this colour shift is caused by another CSSTV
> image intefering at a much weaker power. It appears slighly off
> frequency (about 150hz?), and is another CSSTV image. I would
suggest
> that this image is one of those transmitted by either the poor
> practice of sending a 1/8 or 1/4 image to call CQ or a much faster
> transmission (Robot 36 or faster). I can't read it, but I would
> suggest that this image was made with a poorly shaped bandpass (of
> the type which is noticably curved, so that whites and blacks are
> transmitted at lower powers than the mid-greys). When it hits a mid-
> grey, then it is just enough power to start showing up on the
image.
> Therefore, the areas reflecting mid-greys cause a noisier area. If
> the image had, say, a (R,G,B) 128,0,255 colour, then the 128 of the
> red would leak through. Of course, it's probably not in synch, so
it
> could be any channel. However, if it was the same mode, then the
> channel scans would be the same timing. Therefore, only one channel
> is really affected.
>

> The red and blue channels only really show any inteference. The
green
> is normal. This "dark bar" would be causing the colour misbalance.
>
>
> This is about the best I can do. It's not very clear, but I would
> suspect that this is a CSSTV/CSSTV inteference. This proves that
> CSSTV is not free of colour shifts.
>
> Of course, the other thing that it could be is as I suggested a
while
> back - Vari intefering with CSSTV. However, I feel this is
unlikely."
>
> The last picture from K6ASK is a control picture which does not
> exhibit this apparent purple hue shift.
>
>
>
> 73
> Marc
> wa4ire

277. Re: Nightly 20 meter net

Yahoo group: sstv_plus
Date: 2001-12-15 15:17:10 UTC
From: wa4ire
Topic: 272 Message: 277

Hello John and Syl,

Lets try starting a bit earlier next week at 9 PM EST for the weekday session (Monday through Thursday). If that does not work we can try 8 PM EST.

I have not been able to make the Friday session on time due to working late. So I think that starting at 8 PM EST (01:00 UTC) on Friday would be better for me.

I hope this schedule will be better for everyone.

73
Marc
wa4ire

--- In sstv_plus@y..., "wa1rka" <wa1rka@p...> wrote:
> Looks like the nightly net on 14.227 has come to an end for this
> season.Good thing Marc decided to start earlier on the weekends, at
> least we wont be completly without..Propagation during the evenings
> here in Maine has been rather unusual since this past Sunday the
9th.
>
> John
> wa1rka

278. RE: (Via SSTV+ reflector) Re: Nightly 20 meter net

Yahoo group: sstv_plus
Date: 2001-12-15 16:48:39 UTC
From: John Higgins
Topic: 272 Message: 278

Marc,

Instead of clouding the issue why not just make a definitive statement, EG. Lets start the net at 8:00pm EST., and be done with it. I for one have never been able to catch the net cause I have no concrete idea when it is on, further more the band dies locally at 9:00 PM.

John Higgins KQ4FT

-----Original Message-----
From: wa4ire [mailto:wa4ire@...]
Sent: Saturday, December 15, 2001 10:17 AM
To: sstv_plus@yahoogroups.com
Subject: (Via SSTV+ reflector) Re: Nightly 20 meter net

Hello John and Syl,

Lets try starting a bit earlier next week at 9 PM EST for the weekday session (Monday through Thursday). If that does not work we can try 8 PM EST.

I have not been able to make the Friday session on time due to working late. So I think that starting at 8 PM EST (01:00 UTC) on Friday would be better for me.

I hope this schedule will be better for everyone.

73
Marc
wa4ire

--- In sstv_plus@y..., "wa1rka" <wa1rka@p...> wrote:
> Looks like the nightly net on 14.227 has come to an end for this
> season.Good thing Marc decided to start earlier on the weekends, at
> least we wont be completly without..Propagation during the evenings
> here in Maine has been rather unusual since this past Sunday the
9th.
>
> John
> wa1rka

To unsubscribe from this group, send an email to:
sstv_plus-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

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http://docs.yahoo.com/info/terms/

279. (Via SSTV+ reflector) Re: Nightly 20 meter net

Yahoo group: sstv_plus
Date: 2001-12-15 18:20:39 UTC
From: wa4ire
Topic: 272 Message: 279

Hello John,

It is more difficult for me to start the weekday session at 8 PM EST, especially if I work late. However, the band will continue to close earlier and earlier as we approach January. So lets make it 8 PM EST for Monday through Thursday on 14.227 MHz.

I doubt that you and I will hear each other John. However, break anyone you can hear participating in the net. WA1RKA, John near Bangor, ME is a regular check-in you may be able to copy.

I think that conditions will be much better for the weekend session because we are starting much earlier (4 PM EST or 21:00 UTC on Saturday and Sunday).

I hope that this schedule will allow you to partcipate in the SSTV+ Net. Good luck John.

73
Marc
wa4ire

--- In sstv_plus@y..., "John Higgins" <kq4ft@m...> wrote:
> Marc,
>
> Instead of clouding the issue why not just make a definitive statement,
> EG. Lets start the net at 8:00pm EST., and be done with it. I for one
> have never been able to catch the net cause I have no concrete idea when
> it is on, further more the band dies locally at 9:00 PM.
>
> John Higgins KQ4FT
>
>
> -----Original Message-----
> From: wa4ire [mailto:wa4ire@y...]
> Sent: Saturday, December 15, 2001 10:17 AM
> To: sstv_plus@y...
> Subject: (Via SSTV+ reflector) Re: Nightly 20 meter net
>
> Hello John and Syl,
>
> Lets try starting a bit earlier next week at 9 PM EST for the weekday

> session (Monday through Thursday). If that does not work we can try
8
> PM EST.
>
> I have not been able to make the Friday session on time due to
> working late. So I think that starting at 8 PM EST (01:00 UTC) on
> Friday would be better for me.
>
> I hope this schedule will be better for everyone.
>
> 73
> Marc
> wa4ire
>
>
>
> --- In sstv_plus@y..., "wa1rka" <wa1rka@p...> wrote:
> > Looks like the nightly net on 14.227 has come to an end for this
> > season.Good thing Marc decided to start earlier on the weekends,
at
> > least we wont be completly without..Propagation during the
evenings
> > here in Maine has been rather unusual since this past Sunday the
> 9th.
> >
> > John
> > wa1rka
>
>
>
> To unsubscribe from this group, send an email to:
> sstv_plus-unsubscribe@y...
>
> Your moderators are Marc Guitard and Samuel Hunt
>
>
>
> Your use of Yahoo! Groups is subject to
> http://docs.yahoo.com/info/terms/

280. Recent events

Yahoo group: sstv_plus
Date: 2001-12-15 19:12:23 UTC
From: Samuel Hunt
Topic: 280 Message: 280

Hi all!

I'm sure that you're all very interested to find out what the result of Mako's godo gesture to implement facilities for us to put new Vari levels in. I'm very interested in what the results will be, and I have great hopes for them. I plan to make the option to choose the Vari model (then the MMSSTV.INI file will be automatically changed) into the next SSTV+ release. I am expecting Mako's next release any day soon, and then I can find out the syntax which he is using.

I'm working on getting SUSAN noise reduction implemented into SSTV+. For more information on SUSAN noise reduction, then visit http://www.fmrib.ox.ac.uk/fsl/susan/index.html . However, I'm having to convert the C code over to BASIC, which is taking quite a time, since efficiency in C is quite the opposite in BASIC, and vice-versa, due to their natures. It's taking 7 minutes to process a 160x120 image at the moment! However, I've got this down from 22 minutes. There is a lot of code in this algorithm, and it needs to all be rewritten, then restructured for BASIC. It's a little like writing a book in a different language - just word translation or phrase translation is not enough. The novel has to be almost rewritten to fit in with a different culture. It's like that with C to BASIC (or vice-versa) translation. It's not normally done!

I've got the window resize implemented, and I'm going to do a minor release soon to allow you all to use this.

Marc's evidence of CSSTV yellow shifting is a slightly arguable, but the reasons are complex. It DEFINATELY shows CSSTV/CSSTV inteference causing yellow shift. Don't forget that Vari doesn't yellow shift on it's own easily. It's most often provoked by another transmission.

Anyway, that's it for about now!

Sam

281. Re: Recent events

Yahoo group: sstv_plus
Date: 2001-12-15 20:58:18 UTC
From: wa4ire
Topic: 280 Message: 281

Hello Sam,

There is not doubt that SSTV QRM can cause hue shifts in CSSTV and VARISSSTV images, but I have noticed that this event also appears to occur when QSB or severe fading is present for both modes (very poor signal to to noise ratio).

At any rate, I hope that this pictorial evidence shows that the hue shift issue is not unique to VARISSTV, as claimed by some of the critics of VARISSTV. However, I have to admit that VARISSTV alone appears to be slightly more sensitive to yellow hue shifting than CSSTV. The CS modes (CALVS and CALVSTV) are at the very least on a par with CSSTV images, when it comes to exhibiting yellow hue shifting, when the signal to noise ratio is very poor.

The use of IAL in the IVAL and IVALTV modes and the Yellow hue Shift and Tonal Filters will dramatically minimize yellow hue shift. Also, we hope that after VARISSTV2 is released yellow hue shift will even become less likely for IVAL and IVALTV transmissions.

73
Marc
wa4ire

-- In sstv_plus@y..., Samuel Hunt <shunt010@e...> wrote:
> Hi all!
>
> I'm sure that you're all very interested to find out what the result of
> Mako's godo gesture to implement facilities for us to put new Vari
> levels in. I'm very interested in what the results will be, and I have
> great hopes for them. I plan to make the option to choose the Vari model
> (then the MMSSTV.INI file will be automatically changed) into the next
> SSTV+ release. I am expecting Mako's next release any day soon, and then
> I can find out the syntax which he is using.
>
> I'm working on getting SUSAN noise reduction implemented into SSTV+. For
> more information on SUSAN noise reduction, then visit
> http://www.fmrib.ox.ac.uk/fsl/susan/index.html . However, I'm having to
> convert the C code over to BASIC, which is taking quite a time,

since
> efficiency in C is quite the opposite in BASIC, and vice-versa, due
to
> their natures. It's taking 7 minutes to process a 160x120 image at
the
> moment! However, I've got this down from 22 minutes. There is a lot
of
> code in this algorithm, and it needs to all be rewritten, then
> restructured for BASIC. It's a little like writing a book in a
different
> language - just word translation or phrase translation is not
enough.
> The novel has to be almost rewritten to fit in with a different
culture.
> It's like that with C to BASIC (or vice-versa) translation. It's
not
> normally done!
>
> I've got the window resize implemented, and I'm going to do a minor
> release soon to allow you all to use this.
>
>
> Marc's evidence of CSSTV yellow shifting is a slightly arguable,
but the
> reasons are complex. It DEFINATELY shows CSSTV/CSSTV inteference
causing
> yellow shift. Don't forget that Vari doesn't yellow shift on it's
own
> easily. It's most often provoked by another transmission.
>
>
> Anyway, that's it for about now!
>
> Sam

282. 12/15/01 SSTV+ NET PICTURES

Yahoo group: sstv_plus
Date: 2001-12-15 23:59:29 UTC
From: wa4ire
Topic: 282 Message: 282

Hello,

I have noticed a strange type of interference (source unknown), which occurs during the daytime on 20 meters that affects both CSSTV and CALVSTV images. IVALTV images don't appear to suffer from this type of unknown interference as much.

As a result of this new development I have included the decoded image with and with out the use of the new proposed Salt and Pepper Filter, which will be included in a future version of SSTV+. The pictures are easy to spot as they are duplicated and one is labeled "Salt and Pepper". One image is from W8ERN, Angelo and the other two are from WA1RKA, John.

As you can see the Salt and Pepper Filter does a fairly good job minimizing these speckled dots observed on the pictures prior to the use of the Salt and Pepper Filter without sacrificing too much sharpness.

However, it is hope that the new SUSAN Filter that Sam is working on will work better than the present Post Reception Filters and the Salt and Pepper Filter at minimizing these interesting speckled dots that seem to only appear during daylight and early evening hours.

73
Marc
wa4ire

283. SSTV+ VERSION 2.9.9 WILL BE RELEASED SOON.

Yahoo group: sstv_plus
Date: 2001-12-17 15:29:22 UTC
From: wa4ire
Topic: 283 Message: 283

Hello,

We have just completed testing version 2.9.9, which now allows us to modify the VARISSTV and CSSTV RGB channel power levels. You will now be able to see a section in the MMSSTV.INI file that is devoted to VARISSTV and will look like this:

(VARI)
ENABLED=1
R= XXX
G= XXX
B= XXX

Version 2.9.9 allows you to select

VARI1 The original VARISSTV with a duty cycle of 33%.
VARI1a The original VARISSTV with a duty cycle of 50%.
VARI2 For IVAL, IVALTV and VARITV only. 50% duty cycle.
VARI3 For CALVS and CALVSTV only. 50% duty cycle.

CSSTV33 Conventinal SSTV. 33% duty cycle.
CSSTV50 Conventinal SSTV. 50% duty cycle.
CSSTV100 Conventional SSTV 100% duty cycle.

Simply select the VARISSTV or CSSTV option you would like to use in SSTV+ and it will automatically update the MMSSTV.INI file under (VARI) and you are ready to transmit after you select a picture and a mode.

It is hoped that VARI2 will reduce the noise content in IVAL, IVALTV and VARITV even more than with VARI1,and also exhibit more resistance to yellow shift for white and pale blue backgrounds when the signal to noise ratio is poor.

It is also hope that VARI3 will reduce the noise content in CALVS and CALVSTV pictures even more than with VARI1.

VARI1a simply increases the VARI1 duty cycle to 50% and it is hoped that this will reduce the noise content in all the SSTV+ modes and reduce the probability of yellow hue shift for IVAL, IVALTV and VARITV for white and pale blue backgrounds when the signal to noise ratio is poor.

In my view, the most interesting tweak that Sam allows us to make is to CSSTV. We can now choose between CSSTV at 33%, 50% and 100% duty cycle. The advangtage with this approach is that the sync pulse becomes more robust as we reduce the duty cyle and this should

improve the picture quality. CSSTV33 will have a sync pulse that is 3 times the amplitude of the RGB channels, which will be at 33% of the sync power, which is set at 100%. Also the other obvious advantage of the reduced duty cycle is the reduced wear and tear on our transmitting equipment.

The first pictures I received using CSSTV33 and CSSTV50 were quite impressive. Though it is too early yet to draw any firm conclusions. I thought that CSSTV33 had a slight edge on CSSTV50. It will be interersting to test these reduced duty cycle CSSTV modes.

By the way, the RGB channel power for CSSTV33 and CSSTV50 are equal. For example, for CSSTV33 the RGB channels are all equal to 33% of the maximum output power. So if you use CSSTV33 on a transmitter, which can generate 100 watts output the average power should be at 33 watts and the synch pulse should be at 100 watts. For CSSTV50 the RGB channels are all equal to 50% of the maximum output power.

With this new development I think that there will be more interest in sending reduced duty cycle CSSTV/SSTV+ pictures, and Sam will eventually improve the post filtering for CSSTV/SSTV+. Frankly, I think that we should add this objective to our list of goals for SSTV+ because I feel that CSSTV/SSTV+ will reduce the noise content, and improve the overall quality of CSSTV generated images when conditions are less than optimal.

I plan on releasing SSTV+ V2.9.9 late this afternoon in the Files section when I have more time. You will find a zip file SSTV.zip and an SSTV.EXE file. Use whichever one that will be the easiest for you to install on your PC. Also the installation instructions will be posted there too. I also need to release Sam's instructions and comments about V2.9.9 and I have added a few installation tips.

Note that you need to download MMSSTV version 1.05E in order to use SSTV+ Version 2.9.9.

For those of you who have loaded down MMSSTV version 1.05E you will have to upgrade to SSTV+ version 2.9.9 because there is an error in the blue channel of the original VARISSTV. Instead of being 110 it is set in error at 1, which in effect turns the blue channel off for VARISSTV.

Obviously, this will degrade the picture quality of MMSSTV/VARISSTV/SSTV+ generated images. When you use SSTV+ to select VARI1 it will correct this error and set the original VARSSTV Blue channel back to its correct value.

It is hope that MAKO will correct this error in the next version of MMSSTV, so new comers to MMSSTV will be able to use VARISSTV properly rather than having to find out about SSTV+ by chance or luck.

MAKO has given us a very powerful tool, which will allow us to vary the RGB channel power levels for VARISSTV and CSSTV. Now we can experiment freely with VARISSTV and CSSTV and this tool will allow us to think outside the box. The future of SSTV+ looks very bright and exciting at the moment.

73
Marc
wa4ire

284. Multiple Transmission mode

Yahoo group: sstv_plus
Date: 2001-12-17 16:30:35 UTC
From: wa4ire
Topic: 284 Message: 284

Hi Sam,

I have been talking with Ric, N1YLE who has been using the Multiple Transmission Mode for sending 3D images, which do not need 3D glasses for viewing. Sadly the resolution is not good enough in Multiple Transmission mode. It would be nice if you could come up with a way where we can send two picutres at the same time, but retain optimal picture calrity even at the sacrifice of noise reduction as this improvement may benefit those who are interested in 3D work.

73
Marc
wa4ire

285. SSTV+ NET SCHEDULE

Yahoo group: sstv_plus
Date: 2001-12-17 16:43:34 UTC
From: wa4ire
Topic: 285 Message: 285

Hello,

Here is the SSTV+ Net schedule.

Frequency: 14.227 MHz.

Time:

Weekdays: Monday through Friday at 8 PM EST, or 01:00 UTC.

Weekends: Saturday and Sunday at 4 PM EST, or 21:00 UTC.

Keep checking because the weekday schedule will probably be changed again in the near future as the 20 meter band starts to close earlier and earlier as we approach January.

I hope everyone can check-in to this informal net and trade SSTV+ pictures with us soon. Also if you need help please check-in. Until then 73 Marc wa4ire.

286. MMSSTV Vari Model Selection Checkmark

Yahoo group: sstv_plus
Date: 2001-12-17 21:01:03 UTC
From: vstaffo
Topic: 286 Message: 286

How about adding a check mark to the MMSSTV Vari Model Selection drop down menu in SSTV+ 2.9.9? This would be helpful in determining which Vari Model you have selected.

Vince WB2FYZ

287. Re: Multiple Transmission mode

Yahoo group: sstv_plus
Date: 2001-12-17 21:01:52 UTC
From: shunt010
Topic: 284 Message: 287

--- In sstv_plus@y..., "wa4ire" <wa4ire@y...> wrote:
> Hi Sam,
>
> I have been talking with Ric, N1YLE who has been using the Multiple
> Transmission Mode for sending 3D images, which do not need 3D
glasses
> for viewing. Sadly the resolution is not good enough in Multiple
> Transmission mode. It would be nice if you could come up with a way
> where we can send two picutres at the same time, but retain optimal
> picture calrity even at the sacrifice of noise reduction as this
> improvement may benefit those who are interested in 3D work.
I've got an idea which I'm going to try.

I should be able to get on with programming again, now I've ditched
Windows 98. I'm running Windows NT, since I need the stability and
speed (and the CD was sitting in my CD rack!)

Sam

>
> 73
> Marc
> wa4ire

288. Re: MMSSTV Vari Model Selection Checkmark

Yahoo group: sstv_plus
Date: 2001-12-17 21:09:18 UTC
From: wa4ire
Topic: 286 Message: 288

Hi Vince,

This is a great idea and I already suggested it to Sam yesterday. I am sure that Sam will incorpoarte this suggestion and others in the next release of SSTV+.

I also suggested to Sam that the comparison mode be turned off by default, and that only LIC7 be turned on by default among a few other things.

73
Marc
wa4ire

-- In sstv_plus@y..., "vstaffo" <vstaffo@t...> wrote:
> How about adding a check mark to the MMSSTV Vari
> Model Selection drop down menu in SSTV+ 2.9.9?
> This would be helpful in determining which Vari
> Model you have selected.
>
> Vince WB2FYZ

289. Re: (Via SSTV+ reflector) MMSSTV Vari Model Selection Checkmark

Yahoo group: sstv_plus
Date: 2001-12-17 21:19:21 UTC
From: Samuel Hunt
Topic: 289 Message: 289

How about adding a check mark to the MMSSTV Vari
Model Selection drop down menu in SSTV+ 2.9.9?
This would be helpful in determining which Vari
Model you have selected.

I can do this if you want. Is the MMSSTV interaction working properly now?

Sam

Vince WB2FYZ

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290. New file uploaded to sstv_plus

Yahoo group: sstv_plus
Date: 2001-12-17 22:09:10 UTC
From: sstv_plus@yahoogroups.com
Topic: 178 Message: 290

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the sstv_plus
group.

File : /SSTV+ PROGRAM VERSION 2.9.2/sstv.zip
Uploaded by : wa4ire <wa4ire@...>
Description : SSTV+ VERSION 2.9.9

You can access this file at the URL

http://groups.yahoo.com/group/sstv_plus/files/SSTV%2B%20%20PROGRAM%20VERSION%202.9.2/sstv.zip

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

wa4ire <wa4ire@...>

291. Re: (Via SSTV+ reflector) MMSSTV Vari Model Selection Checkmark

Yahoo group: sstv_plus
Date: 2001-12-17 22:41:40 UTC
From: vstaffo
Topic: 289 Message: 291

Thank You! The MMSSTV Interaction seems to be working properly.
Although the first time I accessed the MMSSTV Vari Models
I got the did not find the mmsstv.ini file. But then when I tried it
again it said all was ok!

Vince WB2FYZ

> I can do this if you want. Is the MMSSTV interaction working
properly now?
>
> Sam

292. RE: (Via SSTV+ reflector) MMSSTV Vari Model Selection Checkmark

Yahoo group: sstv_plus
Date: 2001-12-17 22:57:34 UTC
From: Sylvan Malis
Topic: 289 Message: 292

Sam,

How about instead of a drop-down tool bar menu that retracts after selection, you put in a selection box with a scroll-down that after selection, the selection remains visable in the box. This way you could see the selections that have been made in a glance and without any further action. This would further reduce the space options take on the program template while maximizing the options you can put on the template.

Sylvan
K9SYL

-----Original Message-----
From: Samuel Hunt [mailto:shunt010@...]
Sent: Monday, December 17, 2001 3:19 PM
To: sstv_plus@yahoogroups.com
Subject: Re: (Via SSTV+ reflector) MMSSTV Vari Model Selection Checkmark

How about adding a check mark to the MMSSTV Vari
Model Selection drop down menu in SSTV+ 2.9.9?
This would be helpful in determining which Vari
Model you have selected.

I can do this if you want. Is the MMSSTV interaction working properly now?

Sam

Vince WB2FYZ

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sstv_plus-unsubscribe@yahoogroups.com
<mailto:sstv_plus-unsubscribe@yahoogroups.com>

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3eM=215002.1711356.3237013.1261774/D=egroupweb/S=1705063108:HM/A=847665/R=1>

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sstv_plus-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

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<http://docs.yahoo.com/info/terms/> .

293. Re: SSTV+ NET SCHEDULE

Yahoo group: sstv_plus
Date: 2001-12-17 23:41:06 UTC
From: wa1rka
Topic: 285 Message: 293

--- In sstv_plus@y..., "wa4ire" <wa4ire@y...> wrote:
>
> I hope everyone can check-in to this informal net and trade SSTV+
> pictures with us soon.

I will also repeat what Marc has said previously, if you dont hear WA4IRE listen for one of the other stations in the group. If your in the Southern part of the U.S you probably wont hear Marc,but I should be able to, as I am up in Central Maine and usually have whats called a pipeline into the 4 call area as Marc can attest to.

73
John
WA1RKA
Corinth Maine (near Bangor).

294. New file uploaded to sstv_plus

Yahoo group: sstv_plus
Date: 2001-12-17 23:47:17 UTC
From: sstv_plus@yahoogroups.com
Topic: 178 Message: 294

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the sstv_plus
group.

File : /INSTALLATION INSTRUCTIONS/INSTALLATION INSTRUCTIONS
Uploaded by : wa4ire <wa4ire@...>
Description : FOR SSTV+ VERSION 2.9.9

You can access this file at the URL

http://groups.yahoo.com/group/sstv_plus/files/INSTALLATION%20INSTRUCTIONS/INSTALLATION%20INSTRUCTIONS

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

wa4ire <wa4ire@...>

295. Re: SSTV+ NET SCHEDULE

Yahoo group: sstv_plus
Date: 2001-12-17 23:54:45 UTC
From: wa4ire
Topic: 285 Message: 295

Hi John

Yes I can attest to John's big signal. I think that most of the deep
south 4's should be able to copy John even with a wet noodle for an
antenna.

73
Marc
wa4ire

--- In sstv_plus@y..., "wa1rka" <wa1rka@p...> wrote:
> --- In sstv_plus@y..., "wa4ire" <wa4ire@y...> wrote:
> >
> > I hope everyone can check-in to this informal net and trade SSTV+
> > pictures with us soon.
>
> I will also repeat what Marc has said previously, if you dont hear
> WA4IRE listen for one of the other stations in the group. If your
in
> the Southern part of the U.S you probably wont hear Marc,but I
should
> be able to, as I am up in Central Maine and usually have whats
called
> a pipeline into the 4 call area as Marc can attest to.
>
> 73
> John
> WA1RKA
> Corinth Maine (near Bangor).

296. Re: (Via SSTV+ reflector) Multiple Transmission mode

Yahoo group: sstv_plus
Date: 2001-12-17 18:05:46 UTC
From: Samuel Hunt
Topic: 296 Message: 296

wa4ire wrote:

> Hi Sam,
>
> I have been talking with Ric, N1YLE who has been using the Multiple
> Transmission Mode for sending 3D images, which do not need 3D glasses
> for viewing. Sadly the resolution is not good enough in Multiple
> Transmission mode. It would be nice if you could come up with a way
> where we can send two picutres at the same time, but retain optimal
> picture calrity even at the sacrifice of noise reduction as this
> improvement may benefit those who are interested in 3D work.

I've got two potential options:-

1:- Prioritized muxing. This means that the line which comes next (from image 1 or image 2) is selected based on the difference to the last one. It's a little complex to explain, but can give some gain.

2:- Line-difference. Like colour difference, whereby the average of some lines are sent, and then the difference. Only good if there is a little amount of difference.

3:- Line average with line difference (adds a little sharpness vertically at the cost of minor vertical resolution).

4:- H muxing. This is whereby horizontal resolution is lost instead of vertical. More noise added.

I'm not sure which would work best. I'll leave it to you all to decide which you like the sound of the most, then I'll implement that one. The first one has the advantage of looking reasonably viewable if the 3D images are well aligned at source and it's not demuxed. It'll basically be an "intelligent" version of the current filter, and won't give that much gain though.

Sam

>
>
> 73
> Marc
> wa4ire
>
>
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.1261774/D=egroupweb/S=1705063108:HM/A=847665/R=1>
>
>
>
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297. Re: (Via SSTV+ reflector) MMSSTV Vari Model Selection Checkmark

Yahoo group: sstv_plus
Date: 2001-12-18 16:44:31 UTC
From: Samuel Hunt
Topic: 289 Message: 297

----- Original Message -----
From: Sylvan Malis
To: sstv_plus@yahoogroups.com
Sent: Monday, December 17, 2001 10:57 PM
Subject: RE: (Via SSTV+ reflector) MMSSTV Vari Model Selection Checkmark

Sam,

How about instead of a drop-down tool bar menu that retracts after selection, you put in a selection box with a scroll-down that after selection, the selection remains visable in the box. This way you could see the selections that have been made in a glance and without any further action. This would further reduce the space options take on the program template while maximizing the options you can put on the template.

This sounds like a good idea, and I'll give it a try. Thanks for the idea.

Sam

Sylvan

K9SYL

-----Original Message-----
From: Samuel Hunt [mailto:shunt010@...]
Sent: Monday, December 17, 2001 3:19 PM
To: sstv_plus@yahoogroups.com
Subject: Re: (Via SSTV+ reflector) MMSSTV Vari Model Selection Checkmark

How about adding a check mark to the MMSSTV Vari
Model Selection drop down menu in SSTV+ 2.9.9?
This would be helpful in determining which Vari
Model you have selected.

I can do this if you want. Is the MMSSTV interaction working properly now?

Sam

Vince WB2FYZ

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298. New file uploaded to sstv_plus

Yahoo group: sstv_plus
Date: 2001-12-18 22:11:13 UTC
From: sstv_plus@yahoogroups.com
Topic: 178 Message: 298

Hello,

This email message is a notification to let you know that
a file has been uploaded to the Files area of the sstv_plus
group.

File : /SSTV+ PROGRAM VERSION 2.9.10/sstv.exe
Uploaded by : wa4ire <wa4ire@...>
Description : SSTV+ VERSION 2.9.10

You can access this file at the URL

http://groups.yahoo.com/group/sstv_plus/files/SSTV%2B%20%20PROGRAM%20VERSION%202.9.10/sstv.exe

To learn more about file sharing for your group, please visit

http://help.yahoo.com/help/us/groups/files

Regards,

wa4ire <wa4ire@...>

299. SSTV+ VERSION 2.9.10

Yahoo group: sstv_plus
Date: 2001-12-18 22:13:57 UTC
From: wa4ire
Topic: 299 Message: 299

I've attached the latest version. In this, you select the model from the dropdown list.

I've also made a few alterations to the registry system, which will probably mean that you'll have to change a few of your settings. I've made the comparison mode and LICs disabled by default. I'm going to put two sliders in to alter the strength of the SuperNR system, since I think that at a lower force then it would probably work better.

Sam

300. Re: (Via SSTV+ reflector) Multiple Transmission mode

Yahoo group: sstv_plus
Date: 2001-12-19 04:20:29 UTC
From: wa4ire
Topic: 296 Message: 300

Hi Sam,

I like number 1, but I would like Ric, N1YLE to express his opinion
before you strart working on this change.

73
Marc
wa4ire

--- In sstv_plus@y..., Samuel Hunt <shunt010@e...> wrote:
>
>
> wa4ire wrote:
>
> > Hi Sam,
> >
> > I have been talking with Ric, N1YLE who has been using the
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> > Transmission Mode for sending 3D images, which do not need 3D
glasses
> > for viewing. Sadly the resolution is not good enough in Multiple
> > Transmission mode. It would be nice if you could come up with a
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> > where we can send two picutres at the same time, but retain
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> images are well aligned at source and it's not demuxed. It'll
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301. Sound Card Issues. A note from Mako.

Yahoo group: sstv_plus
Date: 2001-12-19 14:59:18 UTC
From: wa4ire
Topic: 301 Message: 301

Hello,

Lately I have been noticing that quite a few stations who use MMSSTV are intermittently loosing Sync. Others have observed that my pictures intermittently loose sync too. I noticed an intermittent popping sound from my speakers when this occurred. Of course, this lost sound issue may impact our pictures adversely. Mako's comments discuss the issue of lost sound and they are worth reading.

Don't forget to confirm that your sound card driver is the latest and greatest. Sound Blaster has released new drivers for Sound Blaster Live Value and PCI-16 among others.

Some people have suggested that the new PCI sound cards generate a lot of intermittent popping noises compared to the old ISA sound cards.

73
Marc
wa4ire

==========
Sound lost
==========

I have figured out that some soundcards are likely to lose sound, which results in synchronization drift. I have added a code to try fixing the problem. It is effective in some degree, but does not completely solve the problem. I recommend you to install the latest device driver of your soundcard.

If you still have the problem, try turning off LoopBack in the TX page and increasing the FIFO depth in the Misc page.

System requirement
========

OS: Windows 95, 98, 98SE, ME, NT, 2000
Soundcard: 16-bit 11025Hz or 22050Hz
Video adaptor: 256 or more colors (16- or 24-bit video
adaptor is
recommended)
RAM: 32MB or more

I managed to run MMSSTV on my old PC with a Pentium 100MHz, but I strongly recommend a faster CPU.

The operation speed of MMSSTV is highly dependent on the performance of the video adaptor. In other words, even if two PCs have the same CPU, they should give different performance in accordance with the equipped video adaptor. In particular, the 256-color video adaptor is likely to consume more CPU power for the pallet calculation. For this reason, a 16- or 24-bit color adaptor is strongly recommended. If a 256-color video adaptor is used, the displayed colors are affected by the performance of the pallet calculation.

To save the CPU power, try the following steps.
- Increase the FIFO size of the soundcard.
(select Option, select the Misc tab, and increase the value in the sound FIFO size)
- Disable the RxBPF
(select Option, select the RX tab, and check RxBPF OFF)
- Choose RX buffer FILE or turn it off
(select Option, select the RX tab, and check NONE or FILE in the RX buffer pane)
- Turn the TX BPF off
(select Option, select TX tab, and uncheck Tx BPF)

In default, the Loopback is turned off. When it is turned on, MMSSTV performs TX and RX in parallel and increases the CPU load. Make sure you turn it off if your PC cannot afford to run them in parallel.

--- IMPORTANT NOTICE ---
The RX buffer temporarily stores the receiving or just received image to get it back to the RX window after adjusting the slant and phase. The buffer stores 270-second sound data, and therefore it would cause page swapping if the RAM is selected or if the physical memory size of your PC is not sufficient to keep the data on the memory. If you have intermittent halts during the receive operation, please select FILE or turn it off.

The size of the receive buffer is BIG; probably bigger than you expect. If you do not use the automatic slant adjustment function, you should not have any operation difficulties without the receive buffer.

MMSSTV has a 12-second sound buffer, which should be big enough in the normal environment. If your PC is not powerful, you had better not do other operations during the transmission.

If MMSSTV has lost the timing during TX, it shows a caution message after the TX completion. In this particular case, you might be able to solve this problem by increasing the number of FIFO in the Misc page of the Setup window.

302. Re: (Via SSTV+ reflector) Sound Card Issues. A note from Mako.

Yahoo group: sstv_plus
Date: 2001-12-19 16:34:41 UTC
From: Samuel Hunt
Topic: 302 Message: 302

I would recommend that in the last tab of settings in MMSSTV, you set the priority to "Critical", and the MMSSTV priority to higher.

This will mean that MMSSTV is guarenteed to have more priority over the processor than other things (clock on the taskbar, for example).

In Windows NT, 2000 Pro and XP Pro, this works extremely well, since there is RAID built into these OS's, and it expects that you've got something like a life-support system connected if it's on Time-Critical.

Sam
----- Original Message -----
From: wa4ire
To: sstv_plus@yahoogroups.com
Sent: Wednesday, December 19, 2001 2:59 PM
Subject: (Via SSTV+ reflector) Sound Card Issues. A note from Mako.

Hello,

Lately I have been noticing that quite a few stations who use MMSSTV are intermittently loosing Sync. Others have observed that my pictures intermittently loose sync too. I noticed an intermittent popping sound from my speakers when this occurred. Of course, this lost sound issue may impact our pictures adversely. Mako's comments discuss the issue of lost sound and they are worth reading.

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Marc
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========

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Soundcard: 16-bit 11025Hz or 22050Hz
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303. Re: (Via SSTV+ reflector) Multiple Transmission mode

Yahoo group: sstv_plus
Date: 2001-12-20 03:41:10 UTC
From: wa4ire
Topic: 296 Message: 303

Hi Sam,

I talked with Ric, N1YLE on the air tonight and he agrees that number
1 sounds like the best selection. Thanks Sam.

73
Marc
wa4ire

--- In sstv_plus@y..., "wa4ire" <wa4ire@y...> wrote:
> Hi Sam,
>
> I like number 1, but I would like Ric, N1YLE to express his opinion
> before you strart working on this change.
>
> 73
> Marc
> wa4ire
>
>
> --- In sstv_plus@y..., Samuel Hunt <shunt010@e...> wrote:
> >
> >
> > wa4ire wrote:
> >
> > > Hi Sam,
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> > > I have been talking with Ric, N1YLE who has been using the
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3eM=215002.1711356.3237013.1261774/D=egroupweb/S=1705063108:HM/A=84766
> 5/R=1>
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304. SSTV+ Version 2.9.10 updating RGB values for MMSSTV

Yahoo group: sstv_plus
Date: 2001-12-20 18:17:14 UTC
From: wa4ire
Topic: 304 Message: 304

Hi Sam,

It looks like the MMSSTV.INI file is actually changing the VARI1, VARI1a, VARI2, VARI3 CSSTV33, CSSTV50 and CSSTV100 RGB values. I activated one RGB channel at a time by changing one channel to 999 and the other two remaining channel values to 0. The channel set to 999 was visible and the others were absent. I was able to activate all three RGB channels using SSTV+ V2.9.10, or by manually editing the RGB values directly in the MMSSTV.INI file.

However, I found that MMSSTV version 1.05E had to be closed, while the new VARI, or CSSTV RGB values were entered into the MMSSTV.INI file, otherwise the new RGB values would not be recognized by the MMSSTV 1.05E program.

As long as I closed MMSSTV 1.05E before using SSTV+ V2.9.10 to automatically update the RGB VARI, or CSSTV values automatically in the MMSSTV.INI file the new RGB values were recognized by MMSSTV. If the MMSSTV 1.05E program was open the MMSSTV.INI file RGB values were updated, but the MMSSTV 1.05E continued to use the last RGB values that were inputed to the MMSSTV.INI file the last time MMSSTV 1.05E was closed.

Each time I selected a different VARI, or CSSTV option in SSTV+ V2.9.10 I also selected "SETUP" and executed "MMSSTV DIRECTORY" again, while MMSSTV V1.05E was closed just to make sure.

The next test will take place on the air to make absolutley sure that my lab test is correct.

73
Marc
wa4ire

305. RESIZING THE SSTV+ PROGRAM WINDOW

Yahoo group: sstv_plus
Date: 2001-12-20 19:03:41 UTC
From: wa4ire
Topic: 305 Message: 305

Hi Sam,

It appears that the SSTV+ 2.9.10 interface window can be resized up to a point, but the picture viewing area remains the same size. Some people feel that the picture viewing area should also be adjustable.

73
Marc
wa4ire

307. Re: (Via SSTV+ reflector) RESIZING THE SSTV+ PROGRAM WINDOW

Yahoo group: sstv_plus
Date: 2001-12-20 19:24:24 UTC
From: Samuel Hunt
Topic: 307 Message: 307

----- Original Message -----
From: wa4ire
To: sstv_plus@yahoogroups.com
Sent: Thursday, December 20, 2001 7:03 PM
Subject: (Via SSTV+ reflector) RESIZING THE SSTV+ PROGRAM WINDOW

Hi Sam,

It appears that the SSTV+ 2.9.10 interface window can be resized up
to a point, but the picture viewing area remains the same size. Some
people feel that the picture viewing area should also be adjustable.
The picture viewing area is fixed for three good reasons:-

1:- It should be the correct size for the image anyway, without resizing (you either crop the image or give it a useless border by resizing)
2:- You may find "leftovers" from previous decodes of different sizes in those areas (unlikely, but I'm not saying impossible)
3:- The program uses the picture's width and height for several internal reasons. Resizing this area would upset these.

Why do you want to resize it? If there's a good reason for doing this (which I've missed?), then I'll make it resizable.

Sam

73
Marc
wa4ire

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308. REVISED INSTALLATION INSTRUCTIONS FOR SSTV+ V2.9.10

Yahoo group: sstv_plus
Date: 2001-12-21 15:30:58 UTC
From: wa4ire
Topic: 308 Message: 308

Hello,

Here are the installation instructions from
Sam and I have added some comments on how I
would proceed with the installation after Sam's
comments below. Please read the installation
instructions carefully before you proceed with
the installation.

73
Marc
wa4ire

Here are Sam's comments regarding the installation
of SSTV+ version 2.9.9.

I've attached the latest version of SSTV+. It's
resizable vertically, and can change the Vari power levels.

Instructions on setting up the Vari Power levels:-

1:- Install MMSSTV beta E
2:- Run it and enable VariSSTV (makes the necessary initial changes).
3:- Disable AFC (or whatever Mako calls it!). It's the left button
under
all the modes under "DSP"
4:- In SSTV+, go to "MMSSTV directory" and follow the instructions. If
you accepted the default installation directory, then the default
filename should be correct. Otherwise, change it.

Now, it's all setup to go. To change the Vari power level:-

1:- Exit MMSSTV
2:- Click on your required power level in SSTV+ and it will change the
INI file
3:- Re-run MMSSTV.

I've added a few more power profiles for flexibility.
Here they all are:-

CSSTV (33%). All DATA power levels are 33%, except
the synch which is fixed by Mako at 100%. This is
to try CSSTV with a stronger synch, or a quick and
reliable way to get the power levels the same as Vari1
for comparison. More reliable than "guessing" the
correct position of your volume control. It's for
the critics to try the stronger synchs.

CSSTV (50%). Same again, but at 50%

CSSTV (100%). This doesn't turn off Vari, but sets
everything as if it were turned off.

Vari 1. Vari proportions as originally specified.
I STRONGLY recommend everyone runs this, since
Mako's settings were wrong, and you'll end up
with no blue channel if you try and use Vari on
it's own in Beta E. It'll also put the levels
back to original for tests.

Vari 1a. Vari 1 ratios, but favouring 50%, not 33%.
A quick and easy way to go to the Vari1 proportions
whilst comparing the other modes!

Vari 2. No explanations needed here!

Vari 3. Or here!

I hope that I've got all the levels we need. However,
it's about 30 seconds to add another level, so I don't
mind adding more if you think of some you would like to
try.

Sam

NOTE: Try running CSSTV33 and CSSTV50 using the VARISSTV option in
the setup of MMSSTV. The results should be very intersting. The RGB
channels are at equal power levels, but only at 33&, or 50% of the
the sync pulse power, which is transmitted at 100% power. This means
that the sync pulse in more robust and should improve the overall
picture quality.

CSSSTV33 has a 33% duty cycle and CSSTV50 has a 50% duty cycle so
don't worry about overheating your transmitting equipment. For
standard CSSTV at 100% duty cycle simply select CSSTV100 and deselect
VARISSTV in the MMSSTV setup.

Here are my comments regarding the installation of
SSTV+ version 2.9.9.

Hello,

Here is the latest release of SSTV+ V2.9.10. It appears
that this version works properly when it updates the
VARI RGB channel power levels, which are stored in the
MMSSTV.INI file. Before you activate the VARI option
in SSTV+ please do the following, or you may get a
degraded picture when the VARI options are used.

1. Rename the MMSSTV.INI file to MMSSTVINI.OLD and
save your TX and RX slant error values. These slant
correction values and all the other MMSSTV setup

values will return to their default settings once
the new MMSSTV.INI file is created by MMSSTV.
Your history, templates and stock pictures will not
be deleted.

2. Now install MMSSTV version 1.05E

3. Open MMSSTV and perform your setup. In particular
activate VARISSTV and enter your previously saved slant
TX and RX correction values.

4. Now open SSTV+ V2.9.10 and activate the VARI options
under MMSSTV VARI MODEL/MMSSTV DIRECTORY. Just make
sure that the path statement to MMSSTV.INI is correct
when you are in the MMSSTV DIRECTORY area. For example,
the default C:\Program Files\MMSSTV\MMSSTV.INI is the
normal default and should be accepted. Simply select OK.
If the activation is successful you will be told that
the operation was successful. If not don't worry.
Select OK again until it says that the operation was
successful. It may take a few attempts the first time you
try this. If you know that the path statment for the location of the
MMSSTV.INI file is correct ignore any error message and keep clicking
OK until SSTV+ reports that the operation has been
successful.

5. Now close MMSSTV and SSTV+ and reopen them.

6. Confirm that the VARI values in the MMSSTV.INI file
are being automatically updated by SSTV+ when you choose
a different VARI, or CSSTV option under the MMSTV VARI
Model option in SSTV+ V2.9.10. Go to the MMSSSTV.INI file
and perform a search for VARI and check the values. If
the VARI values in the MMSSTV.INI file are being
automatically updated by SSTV+ everything should
work.

Here is what you should see in the MMSSTV.INI file when
you choose a different VARI, or CSSTV option under the
MMSSTV VARI MODEL in the SSTV+ program. Simply do a
search for MMSSTV.INI and open this text editable file.
Once MMSSTV.INI is opened perform another search for VARI
and it will take you to the section entitled [VARI] in the
MMSSTV file. Now here are the values for each VARI and CSSTV
option. Of course, only one [VARI] will appear in the
MMSSTV.INI file, but the RGB values will change when you
select different VARI, or CSSTV options in SSTV+.

For CSSTV33 (conventional SSTV with 33% duty cycle)

[VARI]
ENABLED=1

```
R=330
G=33O
B=330

For CSSTV50 (conventional SSTV with 50% duty cycle)

[VARI]
ENABLED=1
R=500
G=500
B=500

For CSSTV100 (conventional SSTV with 100% duty cyle or standard CSSTV)

[VARI]
ENABLED=1
R=999
G=999
B=999

For VARI1 (standard, or the original VARISSTV @ 33% duty cyle. Can be
used for all the SSTV+ modes.)

[VARI]
ENABLED=1
R=298
G=588
B=110

For VARI1a (standard VARSSTV @ 50% duty cycle. Can be used for all
the SSTV+ modes.)

[VARI]
ENABLED=1
R=449
G=887
B=164

For VARI2 (This option of VARISSTV should be used only for IVAL,
IVALTV and VARITV)

[VARI]
ENABLED=1
R=450
G=810
B=240

For VARI3 (This option of VARISSTV should be used only for CALVS and
CALVSTV.)

[VARI]
ENABLED=1
R=540
```

G=960
B=000

Please note that you can manually enter the correct values
in the [VARI] area of the MMSSTV.INI file if you are
experiencing problems. Make sure that ENABLED is not equal
to 0. It must be equal to 1. If you can't find the [VARI]
section in the MMSSTV.INI file you should repeat the
installation process of MMSSTV version 1.05E.

**** VERY IMPORTANT SECTION FOLLOWS****.

HOWEVER, MMSSTV VERSION 1.05E HAS TO BE CLOSED, BEFORE THE NEW VARI, CSSTV OPTION IS SELECTED IN THE SSTV+ PROGRAM. AFTER YOU HAVE SELECTED THE DESIRED VARI, OR CSSTV OPTION IN SSTV+ VERSION 2.9.10 SELECT "SETUP" AND SELECT "MMSSTV DIRECTORY". NEXT A WINDOW WILL APPEAR THAT SAYS THE MMSSTV.INI FILE IS BAD. MAKE SURE THAT THE MMSSTV.INI FILE IS LOCATED WHERE THE PATH STATEMENT INDICATES. IF YOU INSTALLED MMSSTV.INI IN THE DEFAULT LOCATION THE DEFAULT PATH STATEMENT WILL BE CORRECT. NAMELY, C:\PROGRAM FILES\MMSSTV\MMSSTV.INI. NEXT SELECT OK. ANOTHER WINDOW WILL APPEAR ENTITLED "MMSSTV FILE STORED" AND THE FOLLOWING MESSAGE WILL BE OBSERVED. "MMSSTV OK AND CONFIRMED". IF YOU DO NOT RECEIVE THIS LAST MESSAGE SIMPLY REPEAT THE PROCESS. IT MAY TAKE A FEW ATTEMPTS THE VERY FIRST TIME YOU MODIFY THE MMSSTV.INI FILE USING SSTV+ V 2.9.10.

NOW YOU CAN OPEN MMSSTV V 1.05E AND MMSSTV WILL RECOGNIZE THE NEW VARI, OR CSSTV SELECTION, WHICH YOU MADE IN THE SSTV+ PROGRAM. IF YOU LEAVE MMSSTV RUNNING ALL THE TIME IT WILL NOT RECOGNIZE THE VARI, OR CSSTV OPTIONS YOU SELECT UNLESS YOU CLOSE AND REOPEN THE MMSSTV PROGRAM. THEN IT WILL RECOGNIZE THE LAST CHANGE YOU MADE IN SSTV+. I WOULD FOLLOW THIS PROCEDURE OUTLINED ABOVE EACH TIME YOU CHANGE TO A DIFFERENT VARI, OR CSSTV OPTION.

AFTER YOU HAVE CONFIRMED THAT THE MMSSTV.INI FILE IS BEING UPDATED WITH THE CORRECT [VARI] RGB VALUES ALL YOU HAVE TO DO IN THE FUTURE IS SELECT THE DESIRED VARI, OR CSSTV OPTION IN THE SSTV+ V2.9.10 PROGRAM, WHILE MMSSTV IS CLOSED. ONCE YOU HAVE SELECTED THE DESIRED VARI, OR CSSTV OPTION IN SSTV+ OPEN MMSSTV AND YOU ARE READY TO TRANSMIT.

PLEASE NOTE THAT THE VARI, OR CSSTV OPTION THAT YOU SELECT IN SSTV+ ONLY AFFECTS WHAT YOU TRANSMIT NOT WHAT YOU RECEIVE.

I had some concerns about the effectivenss of the RGB NR filters for the VARI2/IVAL/IVALTV/VARITV modes and the VARI3/CALVS/CLAVSTV SSTV+ modes. However, on the air tests appear to indicate that the RGB NR filters are working OK with VARI2 and VARI3 so far. HOWEVER, CALVS AND CALVSTV DO NOT NORMALLY USE THE RED AND BLUE NR FILTERS, BUT IN SOME CASES THEY MAY BE EFFECTIVE.

Of course, you can use all the RGB NR Filters for VARI1 and VARI1a. VARI1a is the same as VARI1, which is the original VARISSTV except that the duty cycle of VARI1a is now 50%. VARI1 and VARI1a can be used for all the SSTV+ modes. AGAIN FOR CALVS AND CALVSTV THE RED AND BLUE NR FILTERS ARE NOT NORMALLY USED, BUT THEY CAN BE EFFECTIVE AT TIMES.

For any of the CSSTV options probably only the Green NR Filter will be effective. The Line Double Filter and the Super Noise Filters should also work OK. However, IAL and CS should significantly reduce the noise content in the CSSTV generated SSTV+ images. Again the soon to be released SUSAN and Salt and Pepper Filters should work very well on CSSTV/SSTV+ generated images. So stay tuned.

Unfortunately, Sam's new Super NR Filter reduces the sharpness of the picture too much for moderate noise levels in the picture, but this filter does a wonderful job at clearing up a picture with noise content exceeding 60%. In such a case, the picture would probably be a write off and classified as unviewable, but the Super NR filter clears away most of the noise. So you don't mind the loss in picture sharpness in this case because you can actually see the picture. Sam is going to add a slider control for the Super NR filter soon, which will allow the user to set the agressiveness of the filter for the band conditions, and this will help reduce the loss of picture sharpness.

The new SUSAN and the Salt and Pepper Filters will be released soon and the effectiveness of these filters for all the CSSTV/VARI/SSTV+ modes should be amazing without experiencing a significant loss in picture sharpness. So stay tuned.

Good luck with the new verison. Hope to be trading pictures with everyone soon on 14.227 at 4 PM EST on Saturday and Sunday. Please Join the group if you can. Until then 73 Marc.

Here are Sam's comments about the new Super NR Filter in SSTV+.

From: Samuel Hunt
Sent: Sunday, December 16, 2001 11:29 AM

I've attached the latest version of SSTV+. You'll notice that this has a new option - "Super NR". This is only experimental at the moment, and won't work with CALVS or CALVSTV properly yet. However, it's there for you to experiment.

I'll leave you to experiment with it and see what you think to it. It's normal for it to run several times.

It's an improvement filter, whereby it just keeps going
until it can't improve any more. You should find
that it does this job very well.

Sam

Please note that MMSSTV version 1.05E has a critical error in the blue channel for standard VARISSTV. Instead of being set at 110 MAKO set it to 11, or 1.1%, which means that the blue channel is almost turned off. I wonder how long it has been turned off? Unfortunately, this means that anyone using MMSSTV/VARISSTV alone, or with an older version of SSTV+ will transmit degraded VARISSTV, or VARISSTV/SSTV+ pictures because the blue channel is for all practical purposes missing.

Therefore, until this error is corrected in the next release of MMSSTV by MAKO you will need to use SSTV+ version 2.9.10 to correct this problem. The selection of VARI1 will restore the correct values for the original VARISSTV.

Of course, any CSSTV, or VARI option you select from SSTV+ V2.9.10 will properly update the MMSSTV.INI file with the correct RGB values for that option as long as MMSSTV 1.05E is closed when you make your new VARI, or CSSTV selection.

If you have any problems please let us know.

73
Marc
wa4ire

309. HOW TO PROPERLY CHANGE THE VARI, OR CSSTV+ MODE IN SSTV+ V2.9.10

Yahoo group: sstv_plus
Date: 2001-12-21 15:48:33 UTC
From: wa4ire
Topic: 309 Message: 309

Hello,

MMSSTV 1.05E must be used in conjunction with SSTV+ V2.9.9, or 2.9.10.

**** VERY IMPORTANT SECTION FOLLOWS****.

PLEASE NOTE THE FOLLOWING PROCEDURE:

MMSSTV VERSION 1.05E HAS TO BE CLOSED, BEFORE THE NEW VARI, CSSTV OPTION IS SELECTED IN THE SSTV+ PROGRAM. AFTER YOU HAVE SELECTED THE DESIRED VARI, OR CSSTV OPTION IN SSTV+ VERSION 2.9.10 SELECT "SETUP" AND SELECT "MMSSTV DIRECTORY". NEXT A WINDOW WILL APPEAR THAT SAYS THE MMSSTV.INI FILE IS BAD. MAKE SURE THAT THE MMSSTV.INI FILE IS LOCATED WHERE THE PATH STATEMENT INDICATES. IF YOU INSTALLED MMSSTV.INI IN THE DEFAULT LOCATION THE DEFAULT PATH STATEMENT WILL BE CORRECT. NAMELY, C:\PROGRAM FILES\MMSSTV\MMSSTV.INI. NEXT SELECT OK. ANOTHER WINDOW WILL APPEAR ENTITLED "MMSSTV FILE STORED" AND THE FOLLOWING MESSAGE WILL BE OBSERVED. "MMSSTV OK AND CONFIRMED". IF YOU DO NOT RECEIVE THIS LAST MESSAGE SIMPLY REPEAT THE PROCESS. IT MAY TAKE A FEW ATTEMPTS THE VERY FIRST TIME YOU MODIFY THE MMSSTV.INI FILE USING SSTV+ V 2.9.10.

NOW YOU CAN OPEN MMSSTV V 1.05E AND MMSSTV WILL RECOGNIZE THE NEW VARI, OR CSSTV SELECTION, WHICH YOU MADE IN THE SSTV+ PROGRAM. IF YOU LEAVE MMSSTV RUNNING ALL THE TIME IT WILL NOT RECOGNIZE THE VARI, OR CSSTV OPTIONS YOU SELECT UNLESS YOU CLOSE AND REOPEN THE MMSSTV PROGRAM. THEN IT WILL RECOGNIZE THE LAST CHANGE YOU MADE IN SSTV+. I WOULD FOLLOW THIS PROCEDURE OUTLINED ABOVE EACH TIME YOU CHANGE TO A DIFFERENT VARI, OR CSSTV OPTION.

AFTER YOU HAVE CONFIRMED THAT THE MMSSTV.INI FILE IS BEING UPDATED WITH THE CORRECT [VARI] RGB VALUES ALL YOU HAVE TO DO IN THE FUTURE IS SELECT THE DESIRED VARI, OR CSSTV OPTION IN THE SSTV+ V2.9.10 PROGRAM, WHILE MMSSTV IS CLOSED. ONCE YOU HAVE SELECTED THE DESIRED VARI, OR CSSTV OPTION IN SSTV+ OPEN MMSSTV AND YOU ARE READY TO TRANSMIT.

PLEASE NOTE THAT THE VARI, OR CSSTV OPTION THAT YOU SELECT IN SSTV+ ONLY AFFECTS WHAT YOU TRANSMIT NOT WHAT YOU RECEIVE.

I had some concerns about the effectivenss of the RGB NR filters for the VARI2/IVAL/IVALTV/VARITV modes and the VARI3/CALVS/CLAVSTV SSTV+ modes. However, on the air tests appear to indicate that the RGB NR filters are working OK with VARI2 and VARI3 so far. HOWEVER, CALVS AND CALVSTV DO NOT NORMALLY USE THE RED AND BLUE NR FILTERS, BUT IN

SOME CASES THEY MAY BE EFFECTIVE.

Of course, you can use all the RGB NR Filters for VARI1
and VARI1a. VARI1a is the same as VARI1, which is the
original VARISSTV except that the duty cycle of VARI1a
is now 50% rather than 33%. VARI1 and VARI1a can be used for all the
SSTV+ modes. AGAIN FOR CALVS AND CALVSTV THE RED AND BLUE NR FILTERS
ARE NOT NORMALLY USED, BUT THEY CAN BE EFFECTIVE AT TIMES.

SEE THE REVISED INSTALLATION INSTRUCTIONS FOR SSTV+ V2.9.10 FOR MORE
INFORMATION.

73
Marc
wa4ire

310. Re: (Via SSTV+ reflector) RESIZING THE SSTV+ PROGRAM WINDOW

Yahoo group: sstv_plus
Date: 2001-12-21 15:59:17 UTC
From: wa4ire
Topic: 307 Message: 310

Hi Sam,

I am just passing on the suggestions that others have made to me. Now that everyone understands the issues you cited below I feel that we should leave things the way they are now. The limited resizing feature you recently added is more than adequate in my view, considering the hassle you will have to go through to resize the picture viewing area also.

73
Marc
wa4ire

--- In sstv_plus@y..., "Samuel Hunt" <shunt010@e...> wrote:
>
> ----- Original Message -----
> From: wa4ire
> To: sstv_plus@y...
> Sent: Thursday, December 20, 2001 7:03 PM
> Subject: (Via SSTV+ reflector) RESIZING THE SSTV+ PROGRAM WINDOW
>
>
> Hi Sam,
>
> It appears that the SSTV+ 2.9.10 interface window can be resized up
> to a point, but the picture viewing area remains the same size. Some
> people feel that the picture viewing area should also be adjustable.
> The picture viewing area is fixed for three good reasons:-
>
> 1:- It should be the correct size for the image anyway, without resizing (you either crop the image or give it a useless border by resizing)
> 2:- You may find "leftovers" from previous decodes of different sizes in those areas (unlikely, but I'm not saying impossible)
> 3:- The program uses the picture's width and height for several internal reasons. Resizing this area would upset these.
>
> Why do you want to resize it? If there's a good reason for doing this (which I've missed?), then I'll make it resizable.
>
> Sam
>
>

>
> 73
> Marc
> wa4ire
>
>
>
> Yahoo! Groups Sponsor
> ADVERTISEMENT
>
>
>
>
> To unsubscribe from this group, send an email to:
> sstv_plus-unsubscribe@y...
>
> Your moderators are Marc Guitard and Samuel Hunt
>
>
>
> Your use of Yahoo! Groups is subject to the Yahoo! Terms of
Service.

311. Photo Quality of my GOES Pictues

Yahoo group: sstv_plus
Date: 2001-12-21 18:31:32 UTC
From: wa1rka
Topic: 311 Message: 311

Hi All,
I just looked at the satellite pictures I sent Marc on the 12/20/01 net and must say other than for picking up a little noise they are in the same quality as was sent. I note particularly the grayscale depth has been preserved.

These pictures are not from the web or an HF transmission. I receive them as WEFAX broadcasts off of the GOES East satellite on 1691.00 Mhz. The dish is a 54 inch spun aluminum that was part of my old Satellite TV system. The feedhorn is home made from a 2 pound coffee can with a probe made from a piece of brass tubing that was obtained at a Model Airplane shop.

The signal from the feedhorn is sent thru a 25 foot piece of foam RG8 to a Down East Microwave converter located in my basement. This unit converts the GOES signal to 137.500 mhz,which is sent thru a piece of RG58 to a modified Bearcat 16 channel scanner. The output of the receiver is then sent to the soundcard input of my 400 meg pentium 2 system. Besides processing the satellite signal it is also used to record weather data from my instruments as well as a webcam. The webcam and weather data are then uploaded to a webpage every 2 hours. The data on this computer which is located in my kitchen, is accessible from the radio room thru an inhouse network.
When I get the time over the winter I will have to figure out the best way to automatically upload the satellite pictures to my webpage.

Marc, this should clear up for you,and others that have seen the photos just how I get them.

For those interested I have listed my webpage address below.

73
John
wa1rka
http://userpages.acadia.net/wa1rka

312. Photo Quality of my GOES Pictues

Yahoo group: sstv_plus
Date: 2001-12-21 18:35:41 UTC
From: wa1rka
Topic: 311 Message: 312

Hi All,
I just looked at the satellite pictures I sent Marc on the 12/20/01 net and must say other than for picking up a little noise they are in the same quality as was sent. I note particularly the grayscale depth has been preserved.

These pictures are not from the web or an HF transmission. I receive them as WEFAX broadcasts off of the GOES East satellite on 1691.00 Mhz. The dish is a 54 inch spun aluminum that was part of my old Satellite TV system. The feedhorn is home made from a 2 pound coffee can with a probe made from a piece of brass tubing that was obtained at a Model Airplane shop.

The signal from the feedhorn is sent thru a 25 foot piece of foam RG8 to a Down East Microwave converter located in my basement. This unit converts the GOES signal to 137.500 mhz,which is sent thru a piece of RG58 to a modified Bearcat 16 channel scanner. The output of the receiver is then sent to the soundcard input of my 400 meg pentium 2 system. Besides processing the satellite signal it is also used to record weather data from my instruments as well as a webcam. The webcam and weather data are then uploaded to a webpage every 2 hours. The data on this computer which is located in my kitchen, is accessible from the radio room thru an inhouse network.
When I get the time over the winter I will have to figure out the best way to automatically upload the satellite pictures to my webpage.

Marc, this should clear up for you,and others that have seen the photos just how I get them.

For those interested I have listed my webpage address below.

73
John
wa1rka
http://userpages.acadia.net/wa1rka

313. Where are those strange colored speckles really coming from anyway?

Yahoo group: sstv_plus
Date: 2001-12-21 20:50:21 UTC
From: wa4ire
Topic: 313 Message: 313

Hello,

Where are those strange colored speckles on your picture really coming from anyway? Well some of them could be coming from MMSSTV itself. I have been testing soundcards lately with MMSSTV operating in the loopback mode, and guess what I observed. yes, you guessed it. Colored speckles. The colored speckles normally go away when you activate the MMSSTV Receive DSP bandpass filter. Chromapix does not appear to have this problem.

I have posted a standard CSSTV generated picture of this anomaly in the FILES section in a folder called "MMSSTV Loopback Speckles". These speckles look at lot like the colored speckles we have been seeing a lot of on CSSTV and CALVSTV generated images recently on 20 meters. It would be interesting to see if these speckles only show up when at least one of the stations receiving, or transmitting pictures is using MMSSTV.

73
Marc
wa4ire

314. FM demodulators

Yahoo group: sstv_plus
Date: 2001-12-20 18:09:24 UTC
From: Samuel Hunt
Topic: 314 Message: 314

Hi everyone!

I would suggest that you all have a go with the zero cross detector for Vari reception, and "Very Sharp" RX bandpass. On TX, only have the BPF on, not the LPF. Have it at about 16 taps for this. No differenciation. Have your sampling rate at 22050, not 11025hz for the best clarity (last tab of the MMSSTV setup window), and your TX and RX buffers as big as possible.

I think you may find that this will be:-

1:- Best resolution
2:- Least noise
3:- Most resistant to amplitude variations (which is affecting Vari).

Sam

315. I will be away

Yahoo group: sstv_plus
Date: 2001-12-20 19:26:01 UTC
From: Samuel Hunt
Topic: 315 Message: 315

Hi all!

I'm going to be away from tomorrow until the 6th January. I know this is very short notice (sorry!), but it was very short notice to me!

If you would like to send me e-mails, please feel free to do so (as long as they've got no attachements, making them big), but be aware that I won't be reading them until I return.

Sam

316. Re: FM demodulators

Yahoo group: sstv_plus
Date: 2001-12-23 00:17:47 UTC
From: wa4ire
Topic: 314 Message: 316

Hello,

Please note that if you have an older PC using a Pentium 100-200 you may not abe able to use the sampling rate of 22050 Hz. You may want to increase the priority of the Sound Card in the MMSSTV setup from Normal, Higher, Highest, Critcal in that order if you receive a "lost sound" message from MMSSTV, or if MMSSTV locks up, or slows down to a point that makes MMSSTV unuseable. Don't worry you will still get good results with the sampling rate set a the default, which is 11025 Hz. Remember that Hilbert Demodulator can only use a smapling rate of 11025 Hz.

W8ERN, Angelo uses the Zero Cross Demodulator with great success at 11025 Hz. See his pictures in the FILES section in the folder entitled "CSSTV VS CSSTV33 and VARI1 Sharpness", which shows the quality of the Zero Cross Demodulator. Angelo reports that the noise lines are less pronounced when the Zero Cross Demodulator is used, even for CSSTV images.

73
Marc
wa4ire

--- In sstv_plus@y..., "Samuel Hunt" <shunt010@e...> wrote:
> Hi everyone!
>
> I would suggest that you all have a go with the zero cross detector for Vari reception, and "Very Sharp" RX bandpass. On TX, only have the BPF on, not the LPF. Have it at about 16 taps for this. No differenciation. Have your sampling rate at 22050, not 11025hz for the best clarity (last tab of the MMSSTV setup window), and your TX and RX buffers as big as possible.
>
> I think you may find that this will be:-
>
> 1:- Best resolution
> 2:- Least noise
> 3:- Most resistant to amplitude variations (which is affecting Vari).
>
>
> Sam

317. Yellow noise lines and hue shifts for CSSTV and VARISSTV .

Yahoo group: sstv_plus
Date: 2001-12-25 16:32:46 UTC
From: wa4ire
Topic: 317 Message: 317

Hello,

I have added another folder in the FILES section, which will contain VARISSTV generated images that contain yellow noise lines. The new folder is entitled "VARISSTV Yellow Noise Line Examples". The purpose of this new folder and the folders entitled "CSSTV Yellow Noise Line Examples" and "CSSTV Hue Shifts Caused by QRM" is to offer pictorial documentation, which shows that yellow noise lines may appear on both CSSTV and VARISSTV generated images due to QRM, QSB, QRN, or poor signal to noise ratio.

Recently, I heard a SSTV operator offer his opinion that VARISSTV is not as good as CSSTV, because it exhibits yellow hue shifts and CSSTV does not. This seems to be the only complaint about VARISSTV. Well this is a myth because as the evidence shows both CSSTV and VARISSTV generated images are subject to hue shifting when SSTV and Data mode QRM is present. Also, both CSSTV and VARISSTV generated images may exhibit yellow and green noise lines on white, or pale blue, or pale pink colored backgrounds in the presence of SSB and CW QRM, QSB, QRN, or when the signal to noise ratio is very poor. See the folders entitled "CSSTV Yellow Noise Line Examples" and "CSSTV Hue Shifts Caused by QRM" in the FILES section.

I performed the following experiments using a Sound Blaster Live (value) Sound card and the External Loop Back option in MMSSTV.

The first test compared CSSTV with VARISSTV by sending Pictures with a white, or pale blue colored background using the MMSTV Loop back option. For this test I slowly reduced the sound level until the MMSSTV demodulator began to loose the signal and then finally lost the signal. The result was a yellow noise line, which turned green just before the signal was completely lost. This outcome was true for all the MMSSTV demodulators.

The second test compared CSSTV with VARISSTV by sending pictures via the Loop back option of MMSSTV, while injecting on channel SSTV QRM from CSSTV stations transmitting on 14.230 with sufficient audio amplitude to generate an apparent hue shift in the CSSTV, or VARISSTV test picture. In all cases, if the injected SSTV QRM was of sufficient audio amplitude a hue shift appeared in the received test image. In some cases, you could actually see both the test picture and the interfering SSTV station if you increased the audio amplitude of the CSSTV QRM station enough.

Now here is the kicker. Sam and I noticed that MMSSTV version 1.05E has the wrong value for the VARISSTV blue channel. The value that

MAKO used was 11 rather than 110. This means that the blue channel was set at 1.1% rather than 11%. This means that the blue channel is turned off for all practical purposes. This means that any yellow lines caused by SSB and CW QRM, or yellow tinting caused by SSTV, or Data Mode QRM would be very intense. If this error in the VARISSTV blue channel was made from the very beginning when VARISSTV was introduced in MMSSTV version 1.02, this may explain why some felt that yellow noise lines observed in some VARISSTV images indicated that there was a problem with VARISSTV. Only MAKO may be able to provide the answer to this question. However, I intend on gathering as many on the air examples as I can, which show how VARI1 (which has the correct RGB values) behaves in the presence of QRM, QRN, QSB and poor signal to noise ratio situations.

73
Marc
wa4ire

The following are comments concerning this issue made by me in previous messages posted here for your convnenience.

Hello,

I have created a new folder, which will showcase CSSTV (conventional SSTV) pictures exhibiting a yellow hue shift. I had two other CSSTV pictures that showed a more dramatic yellow hue shift but they were accidentally deleted.

The purpose of this folder is to document the fact that a yellow hue shift may also occur on CSSTV images when white or pale blue backgrounds are present, when the signal to noise ratio is poor.

73
Marc
wa4ire

Hello,

Sam and I have observed that CSSTV generated images are also susceptible to hue shifts when SSTV QRM is present. I have created another folder (CSSTV hue shifts caused by QRM) in the FILES section which contains a CSSTV picture received from K6ASK when another SSTV station was transmitting on the same frequency.

Here are Sam's comments about this observed hue shift in the K6ASK picture.

"I would suggest that this colour shift is caused by another CSSTV image intefering at a much weaker power. It appears slighly off frequency (about 150hz?), and is another CSSTV image. I would suggest that this image is one of those transmitted by either the poor practice of sending a 1/8 or 1/4 image to call CQ or a much faster transmission (Robot 36 or faster). I can't read it, but I would

suggest that this image was made with a poorly shaped bandpass (of the type which is noticably curved, so that whites and blacks are transmitted at lower powers than the mid-greys). When it hits a mid-grey, then it is just enough power to start showing up on the image. Therefore, the areas reflecting mid-greys cause a noisier area. If the image had, say, a (R,G,B) 128,0,255 colour, then the 128 of the red would leak through. Of course, it's probably not in synch, so it could be any channel. However, if it was the same mode, then the channel scans would be the same timing. Therefore, only one channel is really affected.

The red and blue channels only really show any inteference. The green is normal. This "dark bar" would be causing the colour misbalance.

This is about the best I can do. It's not very clear, but I would suspect that this is a CSSTV/CSSTV inteference. This proves that CSSTV is not free of colour shifts.

Of course, the other thing that it could be is as I suggested a while back - Vari intefering with CSSTV. However, I feel this is unlikely."

The last picture from K6ASK is a control picture which does not exhibit this apparent purple hue shift.

73
Marc
wa4ire

Hello,

I forgot to mention that the IVAL and IVALTV SSTV+ modes will dramatically reduce unwanted hue shift caused by SSTV QRM. See the folder entitled "IVAL SEVERE SSTV QRM TEST" in the FILES section for examples of IAL (Inverse Alternate Line) working in the presence of on-channel and co-channel SSTV QRM.

73
Marc
wa4ire

--- In sstv_plus@y..., "wa4ire" <wa4ire@y...> wrote:
> Hello,
>
> Sam and I have observed that CSSTV generated images are also
> susceptible to hue shifts when SSTV QRM is present. I have created
> another folder (CSSTV hue shifts caused by QRM) in the FILES
section
> which contains a CSSTV picture received from K6ASK when another
SSTV
> station was transmitting on the same frequency.
>
> Here are Sam's comments about this observed hue shift in the K6ASK

> picture.
>
> "I would suggest that this colour shift is caused by another CSSTV
> image intefering at a much weaker power. It appears slighly off
> frequency (about 150hz?), and is another CSSTV image. I would
suggest
> that this image is one of those transmitted by either the poor
> practice of sending a 1/8 or 1/4 image to call CQ or a much faster
> transmission (Robot 36 or faster). I can't read it, but I would
> suggest that this image was made with a poorly shaped bandpass (of
> the type which is noticably curved, so that whites and blacks are
> transmitted at lower powers than the mid-greys). When it hits a mid-
> grey, then it is just enough power to start showing up on the
image.
> Therefore, the areas reflecting mid-greys cause a noisier area. If
> the image had, say, a (R,G,B) 128,0,255 colour, then the 128 of the
> red would leak through. Of course, it's probably not in synch, so
it
> could be any channel. However, if it was the same mode, then the
> channel scans would be the same timing. Therefore, only one channel
> is really affected.
>
> The red and blue channels only really show any inteference. The
green
> is normal. This "dark bar" would be causing the colour misbalance.
>
>
> This is about the best I can do. It's not very clear, but I would
> suspect that this is a CSSTV/CSSTV inteference. This proves that
> CSSTV is not free of colour shifts.
>
> Of course, the other thing that it could be is as I suggested a
while
> back - Vari intefering with CSSTV. However, I feel this is
unlikely."
>
> The last picture from K6ASK is a control picture which does not
> exhibit this apparent purple hue shift.
>
>
>
> 73
> Marc
> wa4ire

318. The new SSTV+ modes. Which one should I use?

Yahoo group: sstv_plus
Date: 2001-12-28 16:13:58 UTC
From: wa4ire
Topic: 318 Message: 318

Hello,

SSTV+ version 2.9.10 introduces the following new modes. CSSTV33, CSSTV50, CSSTV100, VARI2 and VARI3.

CSSTV100 is standard convnentional SSTV. The RGB channels are a all equal in power and also equal to the sync pulse in power. The ratio between the sync oulse and the RGB channels is 1 to 1, or 100% duty cycle.

CSSTV33. The RGB channels are all equal in power. The sync pulse is transmitted at 100% power, while the RGB channels ar transmitted at 33% of power. The ratio between the sync pulse and the RGB channels is 3 to 1, or 33% duty cycle. There are two main advantages with this mode over CSSTV100. The sync pulse is more robust and this will improve the picture quality when band conditions are less than optimal. The second advantage is the reduction in duty cycle from 100% to 33%. Now you can transmit Scottie DX, or P7 pictures back to back all day long without damaging your transmitting equipment.

CSSTV50 is the same as CSSTV33 except the RGB channels are transmitted at 50% of power and the ratio between the sync pulse and the RGB channels is 2 to 1, or 50% duty cycle. The sync pulse is still quite robust and the RGB power levels have been increased from 33% of power to 50%. Again this mode should provide better picture quality than CSSTV generated images when the band conditions are less than optimal. Also the 50% duty cycle still allows you transmit Scottie DX, or P7 pictures all day long without fear of damaing your transmitting equipment.

VARI1 is the original VARISSTV and it can be used with any of the SSTV+ modes. 33% duty cycle.

VARI2 is a new experimental VARISSTV mode, which was designed by Sam to be used exclusively with the IAL based SSTV+ modes. Namely, IVAL and IVALTV. If you use VARI2/IVAL/IVALTV you should notice that the picture is a bit sharper (less grain) than VARI1/IVAL/IVALTV generated images, and that yellow noise lines are less pronounced on white, or pale blue backgrounds when band conditions are poor. The duty cycle is 50%.

VARI3 is a new experimental VARISSTV mode, which was designed by Sam to be used exclusively with the CS based SSTV+ modes. Namely, CALVS and CALVSTV. If you use VARI3/CALVS/CALVSTV you should notice that the picture is a bit sharper (less grain) than VARI1/CALVS/CALVSTV generated images when the band conditions are poor. The duty cycle is 50%.

So, which mode should you use?

When band condtions are optimal use CSSTV100, CSSTV50, CSSTV33, or VARI1, which ever you prefer, as they will all work well when the band conditions are optimal. However, when band conditions are less than optimal and you expect significant SSTV, digital, SSB or CW QRM, QSB, QRN, or poor reception use IVALTV. If you expect significant SSB, or CW QRM use CALVSTV.

IVAL can be used when you expect moderate SSTV, digital, SSB, or CW QRM, QSB, QRN ect... CALVS can be used when you expect moderate SSB, or CW QRM, QSN, QRN, etc...

Of course, you can use any of the CSSTV modes, or VARI1 with any of the SSTV+ modes. However, only the Green NR and the Line Double Filter will effectively work when you use CSSTV with SSTV+. In the future, Sam plans on adding the SUSAN Filter, which should work very well as Post Reception Filter for CSSTV/SSTV+ images and VARI1,2,3/SSTV+ images. In the meantime, IAL for IVAL and IVALTV and CS for CALVS and CALVSTV will do a very good job at minimizing noise in your CSSTV/SSTV+ generated images.

Have fun!

73
Marc
wa4ire

319. A dedicated SSTV interface vs a sound card interface.

Yahoo group: sstv_plus
Date: 2001-12-29 15:18:19 UTC
From: wa4ire
Topic: 319 Message: 319

Hello,

I was so impressed with the quality of WB8UHZ's, Tim, PASKON generated CSSTV pictures that I posted a few of them to the SSTV+ Net Folder in the PHOTOS section. After viewing Tim's pictures I advised him not to trade in his Paskon interface for a sound card any time soon.

John, WA1RKA informed me that there still may be a dedicated commercial SSTV interface available for sale. Anyway John is going to check and see if a dedicated SSTV hardware interface is still offered for sale. If this hardware interface is still available for sale Sam may be interested in writing his own SSTV program based on such a dedicated interface after SSTV+ is completed.

73
Marc
wa4ire

320. Re: A dedicated SSTV interface vs a sound card interface.

Yahoo group: sstv_plus
Date: 2001-12-29 16:56:03 UTC
From: wa1rka
Topic: 319 Message: 320

Hi All,
Marc and I had a long discussion on this last night,and before we go very far in a dedicated interface direction we are going to perform some preliminary tests using my old Viewport Interface.

In talking with Marc MMSSTV is only needed for the transmission of the pictures because of the Vari function that it has. Therfore I should be able to receive his pictures using my DOS based software and then save them in an uncompressed format so they can be decoded using SSTV+. If the tests prove we are in the right direction,then it would be a simple matter of getting software that would work with the external interface. Remember the viewport interface connects thru the printer port, so the software really doesnt need to be dos based for the interface to work.

Soundcard based systems have sure opened up SSTV for many people,but I have always felt them lacking in the final analysis.(FYI- I have been in SSTV since the early black and white days).

I also agree with Marc on the quality of the Pasokon pictures.

73
John
wa1rka

321. thanks

Yahoo group: sstv_plus
Date: 2001-12-30 01:49:36 UTC
From: amfone
Topic: 321 Message: 321

Thanks for allowing me into the group..
Look forward to many interesting hours of sstv
73 tim
wb8uhz

322. Re: (Via SSTV+ reflector) A dedicated SSTV interface vs a sound card interface.

Yahoo group: sstv_plus
Date: 2001-12-31 04:50:33 UTC
From: Fred Becker
Topic: 319 Message: 322

Hi Marc, Happy New Year to you and your family. Marc
could you please give me a rundown on that interface,
using the printer port Thanks
Fred vk4bdq

_____
Do You Yahoo!?
Everything you'll ever need on one web page
from News and Sport to Email and Music Charts
http://uk.my.yahoo.com

323. Re: (Via SSTV+ reflector) A dedicated SSTV interface vs a sound card interface.

Yahoo group: sstv_plus
Date: 2001-12-31 06:09:21 UTC
From: wa4ire
Topic: 319 Message: 323

Hi Fred,

Here is the URL for the website

http://www.pagedepot.com/radiowise/prod/aa/aaspec/vgatxt.htm

The product appears to be discontinued. However, I have not confirmed this yet. WA1RKA, John has one and I am very interested in its design because it uses the parallel interface of the PC, which has certain advantages that I will let John elaborate upon. The interface is not using anythhing exotic. Op amps and TTL logic etc..

If Sam thinks that developing a SSTV+ program for a dedicated SSTV hardware interface is feasable John and I will be willing to assist with the interface development.

I have observed that the picture quality is better than sound card generated SSTV pictures and that the noise content is significantly less than sound card generated images. With a custom version of the SSTV+ program used in conjunction with a dedicated SSTV hardware interface the noise reduction potential is awesome.

73
Marc
wa4ire

--- In sstv_plus@y..., Fred Becker <vk4bdq@y...> wrote:
> Hi Marc, Happy New Year to you and your family. Marc
> could you please give me a rundown on that interface,
> using the printer port Thanks
> Fred vk4bdq
>
> _____
> Do You Yahoo!?
> Everything you'll ever need on one web page
> from News and Sport to Email and Music Charts
> http://uk.my.yahoo.com

324. Re: Sound Card Issues. A note from Mako.

Yahoo group: sstv_plus
Date: 2001-12-31 18:17:23 UTC
From: wa4ire
Topic: 301 Message: 324

Hello,

After testing several PCI sound cards on a Windows ME and windows 95 PC with both Chroma Pix and MMSSTV I have observed that the PCI Bus randomly generates a popping noise, which can cause a loss of sync to occur.

I have also confirmed the problem that MAKO reported below.

==========
Sound lost
==========

"I have figured out that some soundcards are likely to lose sound, which results in synchronization drift. I have added a code to try fixing the problem. It is effective in some degree, but does not completely solve the problem. I recommend you to install the latest device driver of your soundcard.

If you still have the problem, try turning off LoopBack in the TX page and increasing the FIFO depth in the Misc page."

I have noticed that MMSSTV has been loosing sound intermittently since the 1.05A throug E beta versions were introduced.
The loss of sound usually causes a loss of sync. I am using a P4 PC using ME with a Sound Blaster Live (value) card. Again I never experienced the loss of sound problem when I was using this system with MMSSTV version 1.02 through 1.05. I tried a Sound blaster PCI-16 and the lost sound issue and popping noises continued.

Unfortunately, my Dell 8100 P4 PC no longer uses ISA slots. At the moment, it appears that the ISA Sound Cards do not exhibit the random popping noises that the PCI sound cards exhibit. However, I plan on using my old PC, which has an ISA Sound Blaster 16 to confirm this impression.

Eventually, ISA slots will no longer be available in new PC's and everyone will eventually be using a PCI sound card. If the PCI bus is prone to making popping noises rather than certain PCI sound cards, then sound card generated SSTV will be severly impacted.

After viewing the Pasokon Classic images from WB8UHZ and other's using the dedicated ISA hardware interface it is my opinion that sound card generated SSTV produces an inferior product, not only in quality but noise content.

If the PCI sound card issue is not resolved satisfactorily we may
have no choice but to return to a hardware SSTV interface as we
retire our ISA sound cards.

73
Marc
wa4ire

--- In sstv_plus@y..., "wa4ire" <wa4ire@y...> wrote:
> Hello,
>
> Lately I have been noticing that quite a few stations who use
MMSSTV
> are intermittently loosing Sync. Others have observed that my
> pictures intermittently loose sync too. I noticed an intermittent
> popping sound from my speakers when this occurred. Of course, this
> lost sound issue may impact our pictures adversely. Mako's
comments
> discuss the issue of lost sound and they are worth reading.
>
> Don't forget to confirm that your sound card driver is the latest
and
> greatest. Sound Blaster has released new drivers for Sound Blaster
> Live Value and PCI-16 among others.
>
> Some people have suggested that the new PCI sound cards generate a
> lot of intermittent popping noises compared to the old ISA sound
> cards.
>
> 73
> Marc
> wa4ire
>
>
> ======================
> Sound lost
> ======================
>
> I have figured out that some soundcards are likely to lose sound,
> which results in synchronization drift. I have added a code to try
> fixing the problem. It is effective in some degree, but does not
> completely solve the problem. I recommend you to install the
latest
> device driver of your soundcard.
>
> If you still have the problem, try turning off LoopBack in the TX
> page and increasing the FIFO depth in the Misc page.
>
> System requirement
> ========
>
> OS: Windows 95, 98, 98SE, ME, NT, 2000

> Soundcard: 16-bit 11025Hz or 22050Hz
> Video adaptor: 256 or more colors (16- or 24-bit
video
> adaptor is
> recommended)
> RAM: 32MB or more
>
> I managed to run MMSSTV on my old PC with a Pentium 100MHz, but I
> strongly recommend a faster CPU.
>
> The operation speed of MMSSTV is highly dependent on the
performance
> of the video adaptor. In other words, even if two PCs have the
same
> CPU, they should give different performance in accordance with the
> equipped video adaptor. In particular, the 256-color video adaptor
> is likely to consume more CPU power for the pallet calculation.
For
> this reason, a 16- or 24-bit color adaptor is strongly recommended.
> If a 256-color video adaptor is used, the displayed colors are
> affected by the performance of the pallet calculation.
>
> To save the CPU power, try the following steps.
> - Increase the FIFO size of the soundcard.
> (select Option, select the Misc tab, and increase the value
> in the sound FIFO size)
> - Disable the RxBPF
> (select Option, select the RX tab, and check RxBPF OFF)
> - Choose RX buffer FILE or turn it off
> (select Option, select the RX tab, and check NONE or FILE
> in the RX buffer pane)
> - Turn the TX BPF off
> (select Option, select TX tab, and uncheck Tx BPF)
>
> In default, the Loopback is turned off. When it is turned on,
MMSSTV
> performs TX and RX in parallel and increases the CPU load. Make
sure
> you turn it off if your PC cannot afford to run them in parallel.
>
>
> --- IMPORTANT NOTICE ---
> The RX buffer temporarily stores the receiving or just received
image
> to get it back to the RX window after adjusting the slant and
phase.
> The buffer stores 270-second sound data, and therefore it would
cause
> page swapping if the RAM is selected or if the physical memory size
> of your PC is not sufficient to keep the data on the memory. If

you
> have intermittent halts during the receive operation, please select
> FILE or turn it off.
>
> The size of the receive buffer is BIG; probably bigger than you
> expect. If you do not use the automatic slant adjustment function,
> you should not have any operation difficulties without the receive
> buffer.
>
> MMSSTV has a 12-second sound buffer, which should be big enough in
> the normal environment. If your PC is not powerful, you had better
> not do other operations during the transmission.
>
> If MMSSTV has lost the timing during TX, it shows a caution message
> after the TX completion. In this particular case, you might be
able
> to solve this problem by increasing the number of FIFO in the Misc
> page of the Setup window.

325. Re: (Via SSTV+ reflector) A dedicated SSTV interface vs a sound card interface.

Yahoo group: sstv_plus
Date: 2002-01-01 00:04:23 UTC
From: wa1rka
Topic: 319 Message: 325

--- In sstv_plus@y..., Fred Becker <vk4bdq@y...> wrote:
> Hi Marc, Happy New Year to you and your family. Marc
> could you please give me a rundown on that interface,
> using the printer port Thanks

Fred,
About the time the Pasokon system was introduced back in the early 90's or so, the viewport vga system was introduced. The hardware waws made by A&A Enginering in Anaheim Calif. The software that also accompanied it was a LOSER in my opinion,due to the complexity of setting up the offsets for every mode. However, other programmers did write programs that supported the unit,and I know of 3 that work great with it. They are the original JVFAX (TSR needed for the unit),MSCAN 2.1 to 2.30e and Hi-Scan. Jvfax with the needed tsr still produces exceptional pictures in both sstv and fax. Only major disadvantage is the size viewing screen for sstv,but if the pictures are saved and viewed in a regular viewing program the quality far exceeds a lot of what I have seen on the soundcard systems. MSCAN and Hi-Scan with this interface approach the quality that was obtainable with Pasokon. The interface is really not that complicated,nor is it hard to build from a kit or even homebrewing.

Not only does this unit work great on SSTV but I have also used it running 360LPM color and the images are great,with resolution better than any sstv mode. The 360 LPM mode was done using the RGB method of transmission so that would open up the possibilities of using sstv plus to further improve the pictures.

I will leave you and the other group users with this thought.

How would you like to see an 1800x1200 picture in 16.5million colors come scrolling down your screen in a transmission time less than some of the higher resolution sstv modes? One final thought sstv is really a form of facsimile. Just look at the spectrum where the video information is contained and you will realize the only difference is a sync pulse.

73
John
wa1rka

326. Another nail in the PCI Soundcard coffin

Yahoo group: sstv_plus
Date: 2002-01-01 00:18:48 UTC
From: wa1rka
Topic: 301 Message: 326

Hi all,
I think the subject describes it,but here is a quick rundown.

I spent most of the weekend and today (Monday) watching the pictures on the various bands. The stations that were having problems all had one thing in common. They were using the soundblaster PCI cards. Not only were the problems Marc describing occuring with MMSSTV,they also were occuring with MSCAN 3.13, Chromapix,SSTV32 and JVCOMM32.

The problem manifests itself with a sudden loss of Sync,that causes the pictures to jump at least an inch to the right and if you listen close you will hear a pop occur. To confirm it wasnt caused by my computer I also had the DOS system running at the same time on a different machine and the problem showed in the exact same spot. This now leads me to believe the problems that we have had at times with decode failures and the like may have really been caused by the computer. I have heard from different people that the PCI bus is prone to random bursts of noise.

What Marc said regarding the future direction of soundcards does lead me to believe that the time is fast approaching to look seriously at the dedicated interface once again.

Marc also raised a price question regarding an interface. I will answer that by saying it would be very possible to market an interface and software for probably the same general price as the Rigblaster sound card interfaces. Something to think about.

73
John
wa1rka

327. Dedicated Interface Tests

Yahoo group: sstv_plus
Date: 2002-01-01 05:20:11 UTC
From: wa1rka
Topic: 327 Message: 327

Hi all,
Marc will be posting some pictures that I received using the dedicated interface,under some pretty bad conditions. One of the pictures that was received from K9DJ was only 3db above my noise level with S3 to S4 splatter. The other from the same station was completly in the noise,and neither his ssb or sstv transmissions were copiable by ear. I was watching the spectrum on the software and his sync pulse and data were reaching the same levels as Marc who normally is 30 over 9 to me. Be sure to check these out when Marc posts them, I think you will be amazed at the results,and I suspect had SSTV Plus been used the results would probably be in the spectacular range.

Now that the soundcard issue has been resolved with Marc we can seriously do more testing of the program.

73
John
wa1rka

328. Re: Sound Card Issues. A note from Mako.

Yahoo group: sstv_plus
Date: 2002-01-01 06:36:39 UTC
From: wa4ire
Topic: 301 Message: 328

Hello,

Tonight I retired my brand new Dell Dimension 8100 P4 PC with it's PCI soundcard for SSTV use. I am presently using my old Pentium Classic P233MX PC with a Sound Blaster 16 ISA sound card and all my sound card issues have ceased. My Sound Blaster ISA 16 sound card required no slant adustment for receive or transmit. The picture quality of MMSSTV has been dramatically improved. It will be interesting to see if you notice this improvement in picture quality in the SSTV+ Net pictures in the PHOTOS section.

The random popping noises appear to be gone. There is a dramatic improvement in edge tearing on the received images. The received pictures also appear to be a bit sharper.

Next it would be nice to determine if there is any PCI sound card that does not emit random popping noises. If one can't be found the popping noises are probably being generated in the PCI bus itself. If anyone has a PCI sound card that does not exhibit this anomaly please let us know.

In the meantime, I advise that you don't upgrade to a PCI sound card until the solution is found for this problem. If you are using a PCI Sound Blaster Live (value), or a Sound Blaster PCI-16 go back to the ISA Sound Blaster 16, or your old ISA sound card. If you are thinking of buying a new PC you may be surprised to find out that the ISA bus is no longer being used by many of the PC vendors. The new P4 PC's typically use the PCI bus only.

73
Marc
wa4ire

--- In sstv_plus@y..., "wa4ire" <wa4ire@y...> wrote:
> Hello,
>
> After testing several PCI sound cards on a Windows ME and windows
95
> PC with both Chroma Pix and MMSSTV I have observed that the PCI Bus
> randomly generates a popping noise, which can cause a loss of sync
to
> occur.
>
> I have also confirmed the problem that MAKO reported below.
>
> ======================

> Sound lost
> ======================
>
> "I have figured out that some soundcards are likely to lose sound,
> which results in synchronization drift. I have added a code to
try
> fixing the problem. It is effective in some degree, but does not
> completely solve the problem. I recommend you to install the
latest
> device driver of your soundcard.
>
> If you still have the problem, try turning off LoopBack in the TX
> page and increasing the FIFO depth in the Misc page."
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> I have noticed that MMSSTV has been loosing sound intermittently
> since the 1.05A throug E beta versions were introduced.
> The loss of sound usually causes a loss of sync. I am using a P4 PC
> using ME with a Sound Blaster Live (value) card. Again I never
> experienced the loss of sound problem when I was using this system
> with MMSSTV version 1.02 through 1.05. I tried a Sound blaster PCI-
16
> and the lost sound issue and popping noises continued.
>
> Unfortunately, my Dell 8100 P4 PC no longer uses ISA slots. At the
> moment, it appears that the ISA Sound Cards do not exhibit the
random
> popping noises that the PCI sound cards exhibit. However, I plan on
> using my old PC, which has an ISA Sound Blaster 16 to confirm this
> impression.
>
> Eventually, ISA slots will no longer be available in new PC's and
> everyone will eventually be using a PCI sound card. If the PCI bus
is
> prone to making popping noises rather than certain PCI sound cards,
> then sound card generated SSTV will be severly impacted.
>
> After viewing the Pasokon Classic images from WB8UHZ and other's
> using the dedicated ISA hardware interface it is my opinion that
> sound card generated SSTV produces an inferior product, not only in
> quality but noise content.
>
> If the PCI sound card issue is not resolved satisfactorily we may
> have no choice but to return to a hardware SSTV interface as we
> retire our ISA sound cards.
>
> 73
> Marc
> wa4ire
>
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> --- In sstv_plus@y..., "wa4ire" <wa4ire@y...> wrote:
> > Hello,
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> > Lately I have been noticing that quite a few stations who use
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> > are intermittently loosing Sync. Others have observed that my
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> > popping sound from my speakers when this occurred. Of course,
this
> > lost sound issue may impact our pictures adversely. Mako's
> comments
> > discuss the issue of lost sound and they are worth reading.
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> > Don't forget to confirm that your sound card driver is the latest
> and
> > greatest. Sound Blaster has released new drivers for Sound
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> > Live Value and PCI-16 among others.
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> > Some people have suggested that the new PCI sound cards generate
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> > lot of intermittent popping noises compared to the old ISA sound
> > cards.
> >
> > 73
> > Marc
> > wa4ire
> >
> >
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> > completely solve the problem. I recommend you to install the
> latest
> > device driver of your soundcard.
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> > If you still have the problem, try turning off LoopBack in the TX
> > page and increasing the FIFO depth in the Misc page.
> >
> > System requirement
> > ========
> >
> > OS: Windows 95, 98, 98SE, ME, NT, 2000
> > Soundcard: 16-bit 11025Hz or 22050Hz
> > Video adaptor: 256 or more colors (16- or 24-bit
> video
> > adaptor is
> > recommended)
> > RAM: 32MB or more
> >
> > I managed to run MMSSTV on my old PC with a Pentium 100MHz, but I
> > strongly recommend a faster CPU.
> >
> > The operation speed of MMSSTV is highly dependent on the
> performance
> > of the video adaptor. In other words, even if two PCs have the
> same
> > CPU, they should give different performance in accordance with
the
> > equipped video adaptor. In particular, the 256-color video
adaptor
> > is likely to consume more CPU power for the pallet calculation.
> For
> > this reason, a 16- or 24-bit color adaptor is strongly
recommended.
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> > affected by the performance of the pallet calculation.
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> > To save the CPU power, try the following steps.
> > - Increase the FIFO size of the soundcard.
> > (select Option, select the Misc tab, and increase the value
> > in the sound FIFO size)
> > - Disable the RxBPF
> > (select Option, select the RX tab, and check RxBPF OFF)
> > - Choose RX buffer FILE or turn it off
> > (select Option, select the RX tab, and check NONE or FILE
> > in the RX buffer pane)
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> > (select Option, select TX tab, and uncheck Tx BPF)
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> > In default, the Loopback is turned off. When it is turned on,
> MMSSTV

> > performs TX and RX in parallel and increases the CPU load. Make
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> > you turn it off if your PC cannot afford to run them in parallel.
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> > --- IMPORTANT NOTICE ---
> > The RX buffer temporarily stores the receiving or just received
> image
> > to get it back to the RX window after adjusting the slant and
> phase.
> > The buffer stores 270-second sound data, and therefore it would
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> > have intermittent halts during the receive operation, please
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> > The size of the receive buffer is BIG; probably bigger than you
> > expect. If you do not use the automatic slant adjustment
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receive
> > buffer.
> >
> > MMSSTV has a 12-second sound buffer, which should be big enough
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> > the normal environment. If your PC is not powerful, you had
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> > If MMSSTV has lost the timing during TX, it shows a caution
message
> > after the TX completion. In this particular case, you might be
> able
> > to solve this problem by increasing the number of FIFO in the
Misc
> > page of the Setup window.

329. The new MMSSTV MP-115 mode.

Yahoo group: sstv_plus
Date: 2002-01-01 07:10:22 UTC
From: wa4ire
Topic: 329 Message: 329

Hello,

In can only describe this mode by using one word, AWESOME! The MP-115 mode is very resilient to multipath and fading, while providing one of the sharpest pictures I have ever seen on HF SSTV for the scan time. MP-115 also does extremely well when the signal to noise ratio is poor. MP-115 should become very popular with QRP and DX SSTV operators. MP-115 is obviously far superior to Scottie1 and Martin1. I will be very surprised if MP-115 does not become the mode of first choice throughout the world with MMSSTV users. It's that good!

However, MP-115 does not appear to have any special resilience to QRM. So the SSTV+ IAL and CS based modes will still be beneficial for this mode, especially with the addition of the SUSAN Filter.

Interestingly, MP-115 exhibits some of the characteristics of VARISSTV. As I was watching my MP-115 CSSTV tranmissions on the scope I noticed that MP-115 signal was varying in amplitude. You can even see this amplitude variation on an average reading watt meter. So it wil be interesting to see what will happen if VARISSTV is used rather than CSSTV. However, I suspect that we may find that this mode works best with CSSTV, CSSTV33, or CSSTV50.

I sure would like to know who developed the MP MMSSTV modes. If anyone has any information please share it with the group.

I will post some MP-115 pictures soon in a MP-115 folder in the PHOTOS section.

73
Marc
wa4ire

330. Re: (Via SSTV+ reflector) Re: Sound Card Issues. A note from Mako.

Yahoo group: sstv_plus
Date: 2002-01-01 14:28:07 UTC
From: John Higgins
Topic: 330 Message: 330

Hi All;

Some observations on the sound card issues vs. dedicated interfaces.

The dedicated interface is the best route. I have tried them all an probably some that were never heard of in States. In order of best quality of received and transmitted picture quality I have them listed in order.

1) View Port -- best overall picture quality
2) ATFAX -- Strange interface design excellent sync detection. Poor software DOS only
3) ROY1 -- Very good Quality of received and transmitted pictures limited modes
4) Pasokon -- Good quality software DOS only and dead in the water
4) Multiscan -- Fair Quality
5) Amiga AVT -- Ancient history

As far as sound cards go I have used both ISA and PCI with some good results form the old SB16, PCI 128, SB Live and Phillips Rhythmic edge cards. At no times did I ever get popping in the audio either incoming or out going. However on more than one occasion using mother boards with on-board audio there have been many times popping audio problems. I feel there are many IRQ conflicts that cause the problem and as long as Windows assigns the IRQ these problems will be with us.

As far as noise quality from sound cards most definitely the type and brand of card will determine the noise quality in a received picture. The best PCI card in my opinion was the PCI128 very clean and noise free pictures.

For an experiment I used Gold Wave and recorded nothing, that is no input, just the noise floor and the PCI128 was the quietest and the SB16 the nosiest. I won't even mention the poor noise floor of the on-board systems.

My conclusions are Bring back the view port unit. It is sad that John KA2PYJ lost interest in his project. I have conversations with him in past years and with work and family he has not the time to mess with it.

Hope this helps, I'm no expert but enjoy fussing with SSTV.

Happy New Year to all

John KQ4FT

----- Original Message -----
From: "wa4ire" <wa4ire@...>
To: <sstv_plus@yahoogroups.com>
Sent: Tuesday, January 01, 2002 1:36 AM
Subject: (Via SSTV+ reflector) Re: Sound Card Issues. A note from Mako.

> Hello,
>
> Tonight I retired my brand new Dell Dimension 8100 P4 PC with it's
> PCI soundcard for SSTV use. I am presently using my old Pentium
> Classic P233MX PC with a Sound Blaster 16 ISA sound card and all my
> sound card issues have ceased. My Sound Blaster ISA 16 sound card
> required no slant adustment for receive or transmit. The picture
> quality of MMSSTV has been dramatically improved. It will be
> interesting to see if you notice this improvement in picture quality
> in the SSTV+ Net pictures in the PHOTOS section.
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> The random popping noises appear to be gone. There is a dramatic
> improvement in edge tearing on the received images. The received
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> Next it would be nice to determine if there is any PCI sound card
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> popping noises are probably being generated in the PCI bus itself. If
> anyone has a PCI sound card that does not exhibit this anomaly please
> let us know.
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> In the meantime, I advise that you don't upgrade to a PCI sound card
> until the solution is found for this problem. If you are using a PCI
> Sound Blaster Live (value), or a Sound Blaster PCI-16 go back to the
> ISA Sound Blaster 16, or your old ISA sound card. If you are thinking
> of buying a new PC you may be surprised to find out that the ISA bus
> is no longer being used by many of the PC vendors. The new P4 PC's
> typically use the PCI bus only.
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> 73
> Marc
> wa4ire
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> > > OS: Windows 95, 98, 98SE, ME, NT, 2000
> > > Soundcard: 16-bit 11025Hz or 22050Hz
> > > Video adaptor: 256 or more colors (16- or 24-bit
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> > > adaptor is
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> > > RAM: 32MB or more
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> > > I managed to run MMSSTV on my old PC with a Pentium 100MHz, but I
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> > > - Disable the RxBPF
> > > (select Option, select the RX tab, and check RxBPF OFF)
> > > - Choose RX buffer FILE or turn it off
> > > (select Option, select the RX tab, and check NONE or FILE
> > > in the RX buffer pane)
> > > - Turn the TX BPF off
> > > (select Option, select TX tab, and uncheck Tx BPF)
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> > > performs TX and RX in parallel and increases the CPU load. Make

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> To unsubscribe from this group, send an email to:
> sstv_plus-unsubscribe@yahoogroups.com
>
> Your moderators are Marc Guitard and Samuel Hunt
>
>
>
> Your use of Yahoo! Groups is subject to http://docs.yahoo.com/info/terms/

>
>

331. (Via SSTV+ reflector) Re: Sound Card Issues. A note from Mako.

Yahoo group: sstv_plus
Date: 2002-01-01 17:28:49 UTC
From: wa1rka
Topic: 330 Message: 331

--- In sstv_plus@y..., "John Higgins" <kq4ft@m...> wrote:
> Hi All;
>
> Some observations on the sound card issues vs. dedicated interfaces.
>
John
Thanks for the comments on the viewport system, that only reinforces what I have been observing here, and like you have tried most of the dos programs that supported the unit. I just wonder if John would consider licensing someone to upgrade the software and bring the system back. Now that I have seen the pictures on both a soundcard system and the dos system displayed side by side,there is no question in my mind about the improved image quality. With that said I think SSTV Plus would really be a more awesome program with the dedicated interface approach.

73
John

332. Re: (Via SSTV+ reflector) Re: Sound Card Issues. A note from Mako.

Yahoo group: sstv_plus
Date: 2002-01-01 18:15:20 UTC
From: John Higgins
Topic: 330 Message: 332

Hi John,

I agree with you in all. I can't speak for John but I believe he has a
current e-mail address follows.
jrmont1@... you might try and get his response or possibly his
help.

John KQ4FT
----- Original Message -----
From: "wa1rka" <wa1rka@...>
To: <sstv_plus@yahoogroups.com>
Sent: Tuesday, January 01, 2002 12:28 PM
Subject: (Via SSTV+ reflector) Re: Sound Card Issues. A note from Mako.

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> To unsubscribe from this group, send an email to:
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> Your moderators are Marc Guitard and Samuel Hunt
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> Your use of Yahoo! Groups is subject to http://docs.yahoo.com/info/terms/
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333. Re: Sound Card Issues. A note from Mako.

Yahoo group: sstv_plus
Date: 2002-01-02 03:00:25 UTC
From: wa4ire
Topic: 301 Message: 333

Hello,

There may be a light at the end of the tunnel. I had the good fortune to make contact with WA4GZW, Steve, who is using a ESS Solo PCI Sound card with MMSSTV with no reported problems. I received several pictures from Steve on Martin1 and MP-115 and I did not observe any loss of sound, or popping noises.

Steve, also reports that he has a PCI Crystal Codec sound card in another PC, which appears to work OK with MMSSTV, but I didn't observe this card in operation.

If you are using a PCI sound card with MMSSTV please let us know the model and brand name and if you have had any of the reported problems that the Sound Blaster PCI sound cards have exhibited. For anyone who may not be sure what kind of sound card is being used you can look into the PC and note the color and size of the slot your sound card is installed. The PCI slot is smaller than the ISA slot and is white. The ISA slot is larger than the PCI slot and is black.

Also, John, WA1RKA reports that an Engineer on one of the 40 meter SSTV nets he checks into found that the PCI Sound Blaster Live takes around 96 hours before the clocks stop drifting.

After monitoring several MMSSTV stations, John, WA1RKA reports that the MMSSTV sync pulse also drifts and is seldom on 1200 Hz, but rather a bit higher (varying between 1200 and 1300 Hz).

John, WA1RKA has also set up his Viewport SSTV interface to receive pictures, while he is receiving MMSSTV images and he has confirmed that the mysterious red, blue and green dots we sometimes see in MMSSTV images are being generated by the sound card/MMSSTV combination, as the Variport dedicated SSTV interface shows a clear picture.

Also , John, WA1RKA has noticed that the sound card/MMSSTV system seems to exhibit more noise in the picture then the Variport dedicated SSTV interface does in its pictures.

It would be nice to leave the sound card based SSTV system for the dedicated SSTV hardware interface. The Variport is ideally suited for this task. The Variport SSTV interface has on board bandpass receive filtering, an accurate, stable crystal controlled oscillator and crystal generated tones, a limiter circuit, which precedes the FM demodulator and a parallel interface, which will permit fantastic picture resolution.

If there was enough interest the Engineer who created the Variport SSTV dedicated interface may be induced to build a limited number of these interfaces, or he may give someone else permission to duplicate his design.

However, we must defer to Sam's opinion concerning this matter because such a project is no small task, and will require the participation of several very dedicted people to turn this concept into reality.

73
Marc
wa4ire

--- In sstv_plus@y..., "wa4ire" <wa4ire@y...> wrote:
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> > > adaptor is
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> > > (select Option, select the RX tab, and check RxBPF OFF)
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> > > page of the Setup window.

334. The proper setting of MMSSTV 's Digital Output level.

Yahoo group: sstv_plus
Date: 2002-01-05 17:48:52 UTC
From: wa4ire
Topic: 334 Message: 334

Hello,

With WA1RKA's permission I have posted his comments concerning the proper setting of the MMSSTV Digital Output slider control in the TX tab of the MMSSTV setup. John has found that setting this control to maximum generates the best pictures.

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MP-115 still has the edge over Martin1 Viewport and MMSSTV generated images but setting the MMSSTV Digital Output to maximum has closed the gap significantly as far as the sharpness issue is concerned when multi-path is not present. Of course, there is no sharpness contest with MP-115 when multi-path is present. It appears that MP-115 will always be sharper than the other modes when multi-path is present.

As you read John's comments you will notice that MMSSTV Digital Output setting appears to cure many of the other problems we have observed with MMSSTV generated images in the past.

I also noticed that Johns MMSSTV Martin1 and Scottie1 images were more resistant to noise caused by fading when the MMSSTV Digital Output was set at maximum.

Good work John!

73
Marc
wa4ire

Hi Marc,

Preliminary results in closed loop have proven very interesting. I think I found the solution to the sound card problem along with a bunch of other things that I have observed.

For starters I was able to reproduce almost every problem I have seen on the air.

The color shift in the mp and robot modes is a combination of tuning and level being sent. I played with the level control in mmsstv and when its set to low the colors shift towards the blue tint....when you run this control all the way to the right and adjust only the sound card levels the color shifts go away.

The sawtooth I have seen on the edge of many stations appears to be tied to the level of this control as well. I ran the level way down and could see the effect appearing on the left edge of the pictures in the dos system.An increase of that level also cleared this up.

The color effects that Angelo and I observed (my zebra effect) also appeared when that control is set to low. Again an increase of its level removed those effects.

The blurry text that I saw on the dos system also is being caused by this control

The multipath effect in the header dramatically clears up when this control is brought up to maximum.

Next I loaded the picture of Roy and Dale in the transmit window of mscan and then sent it repeatedly from the mmsstv program.The resolution and color reproduction are improved drastically by increasing the digital level control. The resolution and sharpness as displayed on the dos system are 100 per cent better.

Need I say more,the fix appears to be as close as the mouse pointer. Never in any of these tests did I observe the loss of sound issue,except when the digital level control is set to low.I will continue to test this for a couple of days,but it sure appears the sound issue has been answered in one way. Tell KA3GPM (if you hear him) that his comment of my not knowing what I was doing is a little off base and that perhaps 30 years in this mode has finally found a solution for some very irritating problems that others have run into.
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Hi Marc,
we can discuss this tonight but I think I have a theory as to why certain cards act funny in the sstv mode and not just mmsstv.

I tried a little test in closed loop with 3 different soundcards and the following was observed.

First I kept the output of mmsstv at the same level.
I applied its signal to the dos system,a logitech card and the IBM laptop and the following was actually occuring.

I am choosing values to keep the math simple.

On the logitech card I ran its value up to 2 and the IBM to display the same value had to be run up to 3. The soundblaster only needed a value of 1 to produce the same height display.Next I sent the same picture repeatedly to all the systems,those where the level had to be set higher were actually producing a very low level clicking sound in the headphones and the picture quality suffered.

Here is the possible answer.

I dont think anyone really knows what that digital level does in mmsstv, I do know the ouput of the soundcard is affected by its setting. That I proved by changing the setting. I wonder if that level isnt what controls the amplitude of the data being applied to the digital to analog converter. Which leads me to this part....what would happen if soundcard A required a value of 1 to produce a pure output signal,Take a part tolerance of 10 percent into account and the actual level on the next card could fall from 9/10 to 1.1. In all the listening I have done never has anyone mentioned changing the digital level in MMSSTV. My thought is that clicking and popping is actually the d to a being overdriven ever so slightly....take into account each rig has a tolerance on the input level and what do you come up with. A much louder signal being applied to the transmitter. Remember I have proven its coming from the transmitting station by observing the same thing on the dos system.

Any takers that the digital levels are the culprit?

All the other programs dont have that digital level control like mmsstv.

73
John

335. How to resolve PCI card card issues

Yahoo group: sstv_plus
Date: 2002-01-05 23:25:27 UTC
From: wa4ire
Topic: 335 Message: 335

Hello,

IF your PCI sound card is loosing sound, generating clicking, or popping noises try updating the following drivers in this order.

Sound Card driver
Video Card driver
Chip Set driver

The chipset driver should be updated because it controls the PCI core. In some cases, it may be advisable to upgrade your BIOS to the latest version. Check and see if any of the BIOS updates affected PCI.

If this does not solve the problem you may have to try some of the other brands of PCI Sound Cards and possibly Video cards. It's all about the quality of the drivers for the sound card, video card and chip set loaded in your PC. Some companies do a better job at writing drivers than others. Remember that the PC is an integrated system so all the drivers I mentioned above are important to the PC's overall performance.

In the case of my new Dell P4 8100 Demesion, I went to the Dell Support website and noticed that the Drivers appear to be customized for Dell. The Sound Blaster Live card had the latest driver, but the NVIDA video card driver needed to be updated. Once I updated the Video driver my P4 seemed to speed up as far as updating the desktop.

After updating the Video driver I tested my Sound Blaster Live on SSTV. So far I have not heard one popping, or clicking noise (which may be caused by a latent interrupt, or in other words an interrupt that is not serviced quickly enough)while on SSTV. However, I have heard some random popping sounds while my email is opening up. However, for the time being it looks like the popping noise problem has been significantly minimized for SSTV.

Before I upgraded the Video driver 33% of my pictures were adversely affected by popping, or clicking noises coming from my sound card, which caused a loss of sync at the receiving end of the circuit. Good luck with your driver updates.

73
Marc
wa4ire

336. Re: The proper setting of MMSSTV 's Digital Output level.

Yahoo group: sstv_plus
Date: 2002-01-05 23:43:32 UTC
From: wa4ire
Topic: 334 Message: 336

Hello,

Apparently, the setting of the MMSSTV TX BPF and LP Filters can affect the sharpness of the picture as well as the setting of the MMSSTV Digital Output setting.

John and I noticed that the picture clarity was the best when the MMSSTV TX BPF Filter TAP setting was 512 and the TX LP Filter was set at 3000 Hz for my Sound Blaster Live card. Generally, it seems that the higher TAP values yield the better picture sharpness. However, you will have to experiment with the TAP settings and customize them for your sound card. Also, John and I are using the 0 Cross Demodulator set at a sampling rate of 22050 Hz.

I would set the MMSSTV digital output anywhere from the default value to maximum. As WA1RKA suggested to me, you can think of the MMSSTV Digital Output setting as a Video Gain control. It appears that the maximum, or near maximum position provided the sharpest pictures for John and I.

73
Marc
wa4ire

--- In sstv_plus@y..., "wa4ire" <wa4ire@y...> wrote:
> Hello,
>
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337. Re: The proper setting of MMSSTV 's Digital Output level.

Yahoo group: sstv_plus
Date: 2002-01-06 03:45:18 UTC
From: wa1rka
Topic: 334 Message: 337

To further clarify what Marc and I tested live on 14.227, I did some additional checking today and add this to the potential for going to an external interface at least for receive.

I have 3 Soundblaster 16 ISA cards,2 of which have never been used before and were bought at a clearance sometime ago. Here is what I noticed:

The card in my on air computer required the digital level to be set 2 clicks from the right for best quality and no distortion.

Card number 2 accepted the default setting for the digital level.

Card number 3 required me to drop it one click below the default setting.

I did speak with W8ERN earlier and he reported trying the test with a station,and when they went above the default setting distortion was heard and seen in the pictures.

I would RECOMMEND at this time just to leave the digital level at the default setting, unless you have some way of monitoring the picture being sent. Preferably on a non soundcard system.

If any of you have tried this test,please let us know the results and the soundcard involved.

73
WA1RKA

73
John

338. Hue shifts observed on MP-115 pictures?

Yahoo group: sstv_plus
Date: 2002-01-06 09:35:13 UTC
From: wa4ire
Topic: 338 Message: 338

Hello,

Many MMSSTV users are reporting a green, or pink tint on some of their MP-115 pictures. Some reports claim that this will only occur if the receiving station is not exactly on the same frequency as the station transmitting the MP-115 image. Others report that they have reported noticing this hue shift even when they are on the same frequency of the transmitting MP-115 station.

WA1RKA, John has observed that the setting of MMSSTV's Digital Output level can affect the stability of the sync pulses. If the output level is set too low for your sound card the sync pulses will drift off 1200 Hz and this may explain the MP-115 hue shifts occuring when both stations are on the same frequency.

I have also observed that MP-115 images subjected to QRM exhibit pink/red noise lines when the background color is white, or pale colored (see the "MP-115 Examples", or "MP-115 Vs VARISSTV" folders in the PHOTOS section for an example). VARISSTV and CSSTV images exhibit yellow/green noise lines under similar circumstances. Some will may call this a hue shift. However, in my opinion a true hue shift issue is one that takes place in the image when it is received in the clear without interference. A hue shift that occurs when a strong SSTV signal is received without interference indicates that a problem exists with the architecture of the SSTV mode. With this definiton of hue shift in mind, it is my contention that VARISSTV and MP-115 do not have a true hue shift issue that would indicate a fault in their architecture.

It appears that MP-115 will maintain hue integrity as long as the MP-115 image is received on frequency and the transmitting station's Digital Output level is properly set to ensure stable sync pulses. Apparently MP-115 images are prone to hue shifting when recieved slightly off frequency. VARISSTV does not appear to exhibit hue shifting under similar circumstances.

If John is right about the MMSSTV Digital Output level setting with regards to sync pulse drift then MP-115 may never get a fair break as long as MMSSTV users fail to fine tune the MMSSTV Digital Output level for their respective sound cards.

73
Marc
wa4ire

339. Re: (Via SSTV+ reflector) Hue shifts observed on MP-115 pictures?

Yahoo group: sstv_plus
Date: 2002-01-06 13:29:22 UTC
From: Samuel Hunt
Topic: 339 Message: 339

Hello All!

I'm back after a little holiday on the Costa del Sol in Spain (and a very eventful plane flight back!)

I've been thinking about these MP-115 images. It may be possible that IAL would give immunity to the hue shifting. A hue shift to the yellow would be a shift to the blue on the next line. They would average out to the correct shade. Just an idea.

On the topic of the digital output level, I would suggest that this should, if possible, be left at full. This gives the maximum number of output levels, so reduces quantitization. It also increases the S:N coming out from the computer, so gives better images at source.

Just a few ideas!

Sam
----- Original Message -----
From: wa4ire
To: sstv_plus@yahoogroups.com
Sent: Sunday, January 06, 2002 9:35 AM
Subject: (Via SSTV+ reflector) Hue shifts observed on MP-115 pictures?

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their MP-115 pictures. Some reports claim that this will only occur if
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Marc
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340. Examples of MP-115 hue shifts casued by mistunuing.

Yahoo group: sstv_plus
Date: 2002-01-07 06:42:45 UTC
From: wa4ire
Topic: 340 Message: 340

Hello,

I have posted examples of hue shifts associated with MP-115 images caused by mistuning in the folders entitled "MP-115 Examples" and MP-115 Vs. VARI1" in the PHOTOS section.

If both MP-115 stations are on frequency you should not experience any hue shifts with MP-115. In order to make certain both MP-115 stations are on frequency switch to the FFT mode rather than the FM tuning mode and generate a 1200 Hz tone and tune your receiver so that the FFT tuning viewer shows that you are centered on the 1200 Hz mark.

Also keep the MMSSTV DSP AFC on as this will compensate for small deviations of mistuning casued by a tuning error, or a drifting sync pulse frequency.

If this does not help check the setting of the MMSSTV Digital Output slider and make sure that it is no more than 5 hash marks to the left of maximum, which if I remember correctly is the default setting.

You can also fine tune this Digital Output setting with another station to determine the proper setting for your sound card. Don't use the Digital Output level as volume control. If the digital output level is set too low for your sound card the picture will loose sharpness and the sync pulses will drift off 1200 Hz causing a mistune condition to arise. If the Digital Output level is set too high distortion will be evident in the picture. Finding the right digital output level for your sound card is worth the effort.

73
Marc
wa4ire

341. Change of e-mail address (again!!!)

Yahoo group: sstv_plus
Date: 2002-01-11 17:23:06 UTC
From: Samuel Hunt
Topic: 341 Message: 341

Hi everyone!

Well, it looks as if I've been foiled in my attempt to avoid e-mail change disruption!

As many of you know, I recently changed my ISP over to ADSL broadband, and there was the usual loss of ISP - specific e-mail address. Well, if I've learnt anything about the internet, it's to avoid changing you e-mail address like the plague! (I've changed e-mail addresses from Pipex in the late 80's when I got the internet at home, then to AOL in the mid-90's, then over to BT Internet around 1997, then over to Freeserve around 1998 (when it first launched. I was it's 101'st customer), then over to Freenetname around 1999, and now over to BT Openworld Broadband now!!!).

Well, to try and keep this e-mail address valid for a little while, I decided to go with email.com, who offered free e-mail forwarding onto whatever address you wanted. A little messing around, and it appeared as if my outgoing messages from this account were coming from email.com, and you replied to there, and it forwarded on, the idea being that any changes to my ISP would not show up to you. However, email.com's now gone and put a charge on this free forwarding, so I've got to change my e-mail address AGAIN!!!!

So, here's my latest e-mail address:-

shunt010@...
AOL Instant Messenger ID: sahunt010

If anyone wants to contact me, feel free to directly on either of these addresses, feel free. Unlike Mako, I feel that contact with a real person, rather than a list, is productive. If we could send messages directly to Mako (and he wasn't scared that he would get swamped with messages!), then we would actually get somewhere to SSTV+, since it would be up to Mako to make up his mind, not him opting out of making the decisions and leaving it up to a lot of very loud critics.

I try to reply to EVERY e-mail as fast as possible, and as Marc and Sylvan will tell you, I'm normally very good at this.

Sam

342. An update on the PCI sound card popping noise issue.

Yahoo group: sstv_plus
Date: 2002-01-20 16:06:48 UTC
From: wa4ire
Topic: 342 Message: 342

Hello,

I recently discovered that the higher TAP settings of the MMSSTV TX BPF can cause popping noises for light or white colored backgrounds. In particular my picture of the barn in the wheat field posted in the SSTV+ Net folder in the PHOTOS section would generate a series of popping noises while the wheat field was being scanned. I had to significantly reduce the TAP setting from 512 before the popping noises disappeared. The popping noises caused a loss of sync at the receiving end.

I have a Dell Dimension P4 with Windows ME and the CPU usage when MMSSTV is running ranges from 85 to 100% when a sampling rate of 44,100 Hz is selected. MMSSTV needs a very powerful PC to run at 44,100 Hz. I noticed that my PCI Sound Blaster Live (Value)and NVIDA32 video cards share the same interrupt (5) and the PCI controller is suppose to manage interrupt requests for both cards. I suspect that the popping noises are being caused by the sound card generating latent interrupts. The sound card driver and , or the Chipset driver, which controls the PCI core may be at fault.

If you have a PCI sound card download the barn in the wheat field picture, which I have posted in the PHOTOS section under "PCI Sound Card test" and see if the receiving station notices any popping noises, or loss of sync, especially when the wheat field is scanned. If you do experience popping noises try reducing the TX BPF TAP value until the popping noises go away.

73
Marc
wa4ire

343. SSTV outside ham bands

Yahoo group: sstv_plus
Date: 2002-03-12 03:22:32 UTC
From: replicant27mhz
Topic: 343 Message: 343

Greetings!

Just to inform to all those interested in
digital radio communications outside the "normal ham bands" ,
that there is a Yahoo radio group that caters
to SSTV radio transmissions in the 11 meter band.

The Yahoo group URL is:
http://groups.yahoo.com/group/SSTVCB/

This group is dedicated to share information
on SSTV transmissions in the CB band. (27MHZ / 11 Meters) and
in other frequencies.

Hope it will be of your enjoyment..

73'DE Ondi SWL
sstvcb@...

344. Re: (Via SSTV+ reflector) SSTV outside ham bands

Yahoo group: sstv_plus
Date: 2002-03-12 13:06:51 UTC
From: Dan W. Dooley
Topic: 344 Message: 344

"Enjoyment" would be to see them behind bars and off the air.

Dan W. Dooley WB5TKA Bedford, Texas
e-mail to: dandooley@...
Web site: http://www.qsl.net/wb9tka
May Goddes love blest ye alle
"Ancient Pistol, I do partly understand your meaning."

----- Original Message -----
From: "replicant27mhz" <ondina69@...>
To: <sstv_plus@yahoogroups.com>
Sent: Monday, March 11, 2002 9:22 PM
Subject: (Via SSTV+ reflector) SSTV outside ham bands

> This group is dedicated to share information
> on SSTV transmissions in the CB band. (27MHZ / 11 Meters) and
> in other frequencies.
>
> Hope it will be of your enjoyment..
>

345. Re: (Via SSTV+ reflector) SSTV outside ham bands

Yahoo group: sstv_plus
Date: 2002-03-12 16:49:01 UTC
From: Samuel Hunt
Topic: 344 Message: 345

I also can't see the relevance to SSTV+. I would be very interested if they used SSTV+ with the ham bands. However, as I know, then the only places where SSTV is legal on CB (I think it's France, Germany, Spain, Portugal and a few other countries in that region), it is on FM only, and SSTV+ has no use there.

Correct me if I'm wrong.

Just to keep everyone updated on what's happening with SSTV+ - not a lot! I'm near completion of the transcoding into Pascal, and I'm working on getting some programmer to implement SSTV+. Other than that, not much more to report!

Sam
----- Original Message -----
From: Dan W. Dooley
To: sstv_plus@yahoogroups.com
Sent: Tuesday, March 12, 2002 1:06 PM
Subject: Re: (Via SSTV+ reflector) SSTV outside ham bands

"Enjoyment" would be to see them behind bars and off the air.

Dan W. Dooley WB5TKA Bedford, Texas
e-mail to: dandooley@pipeline.com
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sstv_plus-unsubscribe@yahoogroups.com

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346. Re: (Via SSTV)SSTV outside ham bands (No flame)

Yahoo group: sstv_plus
Date: 2002-03-13 01:34:17 UTC
From: Ric Shanahan
Topic: 343 Message: 346

Hi, Thanks for the info on the SSTVCB group. I am a licensed ham, callsign N1YLE. I am still an active SWL fan and, as such, give the "freebander" frequencies a listen now and then. I would hope that once some of these stations get a taste of radio they might work towards getting an amateur radio operator license. For the record, I was given a broken CB radio about 10 years ago. I repaired it and got back into radio by way of CB. The excitement of getting a piece of broken gear to transmit properly and building some antennas sparked my interest in the Ham hobby and I now work every mode I can from HF CW to satellites, packet to MFSK. I also helped a little on SSTV+ by experimenting with 3D images which do not require special glasses to view. Lots of fun, as any hobby should be. I believe that the use of SSTV on US CB is perfectly legal if the tranmission is limited to 12 watts SSB and is kept in band. Who knows, it might spark someone else to get licensed.
73 DE RIC, N1YLE

>replicant27mhz wrote: Greetings!...

Do You Yahoo!?
Try FREE Yahoo! Mail - the world's greatest free email!
http://mail.yahoo.com/

347. New system I am working on

Yahoo group: sstv_plus
Date: 2002-03-25 17:28:18 UTC
From: Samuel Hunt
Topic: 347 Message: 347
Attachments: 1 described; binary payloads are missing from this source WARC

Sorry about all the arrows - I had a little email problem!

> Hi everyone!
>
> Just to let you all know that I'm not just sitting back forgetting about
> SSTV+. I've been thinking about new systems to improve it further. I've
> considered methods such as subcarriered chroma (it was to be an almost
exact
> copy of the PAL television system, using modern decoding methods so the
> colour burst is unnecessary), semi-digital transmission and analog
> compression formats. I have recently got most luck with a system known as
> line differencing.
>
> This is a method which I have tried before, but could not get reasonable
> results. I have now refined it, and how it works is to take an average of
> every two lines, and produce a difference line. This difference line can
be
> horizontally compressed by 2x easily. This gives the image slight
> compression artifacts (not dissimilar to those which appear with
reasonable
> JPEG compression ratios on a noisy image), but these are not to noticable.
>
> The system has a lot to be improved on, but the effect of this is to make
a
> 256 line image into a 192 line image without huge losses in quality. This
> leaves 64 lines of image to be experimented with. What I have to decide
now
> is this:-
>
> 1:- To ditch these 64 lines, and use the system as a way of speeding up
> transmission time (Scottie 1 would be about 82 seconds with this system in
> place)
>
> 2:- To use these 64 lines for data (could probably carry about 5 kilobits
of
> data with reasonable reliability)
>
> 3:- To strike a good compromise between these two to give some data and a
> reduced transmission time.
>
>
> The system I have called CLADS. This stands for Compression Line Analog
> Difference System. It doesn't stand for something which makes much sense
> because I shuffled around the letters to make something easy to pronounce.

>
> I've attached the prototype for you all to have an experiment with if you
> want, and for me to get your first impressions on it. The program is not
> very fancy looking because it is just the first version. However, you put
> your image to be encoded in the clipboard and click on encode. In a few
> seconds, your encoded image will popup. You can transmit this until you
> reach the black bar, then you can stop transmitting (the black area is
> ignored on decode). On recieve, you put the recieved image (late-starts
are
> VERY bad news for it at the moment) in the clipboard and go to decode.
>
>
> If you all like it, then I'll make the interface nicer and put some
> filtering into it from SSTV+. Sadly, CS and IAL cannot be used with this
> (but I am trying to think of other methods to use, such as companding on
the
> difference tracks), but Vari most certinally can without any problems.
>
> I hope it is of use!
>
> Sam
>

348. Good news

Yahoo group: sstv_plus
Date: 2002-03-27 21:44:29 UTC
From: Samuel Hunt
Topic: 348 Message: 348

Email problems again - please ignore all the arrows!

> Just a little update for you all on what's happening as regard to me
> getting a license:-
>
> I've passed all the necessary tests (100% on all the little tests) for me
to
> get a foundation licence. Whilst this is fairly restrictive (no 10m,
nothing
> above 1ghz. What I do get is only at 10W), this should give me enough
power
> to get going on the air.
>
> Not sure of my precise callsign yet, but will be one of the 2E callsigns.
>
> Later (May), I should be taking the full test which will give me access to
> all UK ham bands at full UK power (400W). I will then be applying for a
> Notice of Variation and be filling in all of the necessary paperwork and
> taking the tests to give me access to 5kW of power (maximum under EEC law
as
> I understand. To get this in the UK I have to prove that my station is EMC
> sound, do health surveys and lots of other interesting stuff), which
should
> be more than enough to get across to the US via a beam.
>
> Well, I should be on air next week or the week after. And, if that's not
> enough good news, the skip was in today on CB, and the French are using
> SSTV+ on CB (they are allowed SSTV, so don't worry. We're also allowed to
> talk back to them, since we don't have any silly 144 mile limits on our
CB),
> and they say that they find it is excellent, since they can then use 4W
SSB,
> and get better quality images. It appears that all EEC power levels are
done
> as ERP, where ERP is taken over the average of one second. This is great
> news for Vari, since you can then transmit at about double the power, so
my
> synch pulses eventually will be around 10kW or higher.
>
>
> Just thought I would keep you all updated. What did you all think to that
> little picture compressor? I've worked out how to get CS and Vari to work
> with it. I will also get all the SSTV+ filters working with it soon, and
I'm testing
> the idea of emphasis - the high frequencies are boosted before

transmission
> (and low frequencies attenuated). Because the nature of an FM channel is
to
> have a lot of noise in the high frequencies, then the attenuation on
recieve (and
> boost of the low frequencies) means that the effective noise level is the
same
> as before, but with the noise being low-frequency in content. Low
frequency
> picture noise is far more agreeable than high frequency noise, so it looks
less
> noisy.
>
> Sam
>

349. win an xbox or ps2

Yahoo group: sstv_plus
Date: 2002-03-27 22:30:32 UTC
From: teenangel41981
Topic: 349 Message: 349

if u love music as much as i do,click below to promote the following artists and win cool prizes...

relient k(win a ps2 system)- http://home.promosquad.com/bands/?squadid=teenangel41981&band=422
http://home.promosquad.com/bands/?squadid=teenangel41981&band=463
stacie orrico(win a phone call from her)^
http://home.promosquad.com/bands/?squadid=teenangel41981&band=455
natalie grant(win a guitar)^
http://home.promosquad.com/bands/?squadid=teenangel41981&band=299
zoegirl^(win an x-box)

350. RE: (Via SSTV+ reflector) win an xbox or ps2

Yahoo group: sstv_plus
Date: 2002-03-28 00:06:42 UTC
From: Sylvan Malis
Topic: 349 Message: 350

What is this garbage?

Marc or Sam, please get this moron off the list, please. We get enough SPAM through the e-mail channels as it is without some idiot getting on our group distribution and stuffing it in our face.

Thanks,
Sylvan

-----Original Message-----
From: teenangel41981 [mailto:teenangel41981@...]
Sent: Wednesday, March 27, 2002 4:31 PM
To: sstv_plus@yahoogroups.com
Subject: (Via SSTV+ reflector) win an xbox or ps2

if u love music as much as i do,click below to promote the following artists and win cool prizes...

Yahoo! Groups Sponsor
ADVERTISEMENT

<http://rd.yahoo.com/M=178320.1903454.3396448.1261774/D=egroupweb/S=1705063108:HM/A=879172/R=0/*http://www.fastweb.com/ib/yahoo-75f>

To unsubscribe from this group, send an email to:
sstv_plus-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

Your use of Yahoo! Groups is subject to the Yahoo! Terms of Service <http://docs.yahoo.com/info/terms/> .

351. Re: (Via SSTV+ reflector) win an xbox or ps2

Yahoo group: sstv_plus
Date: 2002-03-28 10:56:05 UTC
From: Samuel Hunt
Topic: 349 Message: 351

He's now banned.

I would have banned him when the message arrived, but unfortunately (fortunately for me I guess!) my anti-spam mail filters picked it up and dropped it.

Hope this doesn't happen again!

Sam
----- Original Message -----
From: Sylvan Malis
To: sstv_plus@yahoogroups.com
Sent: Thursday, March 28, 2002 12:06 AM
Subject: RE: (Via SSTV+ reflector) win an xbox or ps2

What is this garbage?

Marc or Sam, please get this moron off the list, please. We get enough SPAM through the e-mail channels as it is without some idiot getting on our group distribution and stuffing it in our face.

Thanks,

Sylvan

-----Original Message-----
From: teenangel41981 [mailto:teenangel41981@...]
Sent: Wednesday, March 27, 2002 4:31 PM
To: sstv_plus@yahoogroups.com
Subject: (Via SSTV+ reflector) win an xbox or ps2

if u love music as much as i do,click below to promote the following
artists and win cool prizes...

To unsubscribe from this group, send an email to:
sstv_plus-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

Your use of Yahoo! Groups is subject to the Yahoo! Terms of Service.

Yahoo! Groups Sponsor
ADVERTISEMENT

To unsubscribe from this group, send an email to:
sstv_plus-unsubscribe@yahoogroups.com

Your moderators are Marc Guitard and Samuel Hunt

Your use of Yahoo! Groups is subject to the Yahoo! Terms of Service.

352. 107 line mode

Yahoo group: sstv_plus
Date: 2002-03-30 21:28:33 UTC
From: Samuel Hunt
Topic: 352 Message: 352
Attachments: 1 described; binary payloads are missing from this source WARC

I've been working on CLADS, and I've come up with a higher compression ratio. Whilst the program isn't actually finished yet (it's leaving it a lot of redundant lines that aren't actually decoded!), it's certinally well on it's way towards completion.

My 107 line system compresses luminance (green channel) using the standard CLADS system, and the chromiance (G-R and G-B) using half X and half Y techniques. This gives an excellent compression ratio, and just 107 scanlines are used!!

Transmission times for various modes would be:-

Mode Duration (conventional) (192) (107) Size Method
Martin 2 58 43.5 24.24 320x256 RGB
SC2-60 62 46.5 25.91 320x256 RGB
Scottie 2 71 53.25 29.68 320x256 RGB
AVT 90 90 72 40.13 320x240 RGB (no synch)
Scottie 1 110 82.5 45.98 320x256 RGB
Martin 1 114 85.5 47.65 320x256 RGB
SC2-120 122 91.5 50.99 320x256 RGB
SC2-180 182 136.5 70.07 320x256 RGB
Scottie DX 269 201.75 112.02 320x256 RGB

192 is CLADS, 107 is CLAD (Compression line analog difference). 107 has a lower quality than 192, but a far better compression ratio (and transmission time!). Look down the 107 column to see how long each mode would take to transmit with CLAD, and 192 for CLADS.

Here's a 107 line CLAD picture:-

Note, the JPEG compression is dropping the quality slightly. I hope you all agree that the prospect of this image quality in 24 seconds across say 10m, UHF or VHF (where we can turn off the BPF and use FM for the extra bandwidth) is a very tantilizing idea!!

Once the CLAD mode is complete, I will upload the program for you all to have a little experiment with

Any objections to this image quality??

Sam

353. CLADS Software

Yahoo group: sstv_plus
Date: 2002-03-30 22:54:59 UTC
From: Samuel Hunt
Topic: 353 Message: 353
Attachments: 1 described; binary payloads are missing from this source WARC

Here's CLADS with CLAD implemented.

See how you all get on with 107 line transmission!

Put the 256 line image in the clipboard. Load the software and click on which encode you want (192 or 107). Transmit. once you get past the bottom of the image, you can stop the TX, since that's just wasted time. On RX, you must have NO lost lines (tolerance will be made soon). Click the decode, then there's the image.

I would be interested to hear what you all think to this 107 line mode, especially in terms of resolution and noise immunity.

In a week or two, I can conduct some tests myself on UHF, to and from a distant repeater to pick up noise of a distant path. I may also be able to get someone to help me with the UHF tests locally. However, I'm not going to go for HF stuff immediately, so that won't be tested for a while by me (sorry!)

Enjoy!

Sam

354. Estimated Noise Levels of 107 compared with 256

Yahoo group: sstv_plus
Date: 2002-03-31 12:39:13 UTC
From: Samuel Hunt
Topic: 354 Message: 354
Attachments: 4 described; binary payloads are missing from this source WARC

I've been running some theoretical tests on noise levels of this new 107 mode, in comparison to the "conventional" 256 mode.

My formulas were using that for a noise level of an non-emphasized FM channel (which SSTV currently uses), and using 2 modes that have about the same transmission time - Scottie 1 for 256, Scottie DX for 107.

Here's the estimated results:-

I think that the difference is, well, noticable!! I'm going to continue refining 107 (I've been working on the companding curves, which have given about a 9dB gain in the S:N so far), and I'm implementing many of the systems that were used in SSTV+. One particular system which I'm working on is the tonal filter. This new tonal filter will identify areas of "flatness", and average it all together. This will give a far less noisy image. I am also working on emphasis, which will remove a little noise:-

The top is not emphasised, and is how we normally see SSTV images. The bottom image is using the D-MAC emphasis characteristics. I'm using these because these are the only tried and tested emphasis figures I have. Perhaps if Mako likes the idea, he could run some tests on levels of emphasis and different crossover frequencies. These two images above are actual images from my loopback tests in MMSSTV at work. I would be interested to hear in your comments on them, if any.

Sam

355. My Callsign

Yahoo group: sstv_plus
Date: 2002-04-29 21:23:57 UTC
From: Samuel Hunt
Topic: 355 Message: 355

Just to let you all know that my documents are all through and I have been assigned the callsign M3ALT.

I should be on air soon!!

Sam

356. Com Spec CSI-100

Yahoo group: sstv_plus
Date: 2002-07-04 09:36:21 UTC
From: donrondo02026
Topic: 356 Message: 356

Need a Com Spec CSI-100 SSTV modem. Anyone have one they are willing to part with?

Don

357. Meet that special one outside your race

Yahoo group: sstv_plus
Date: 2003-07-15 03:32:29 UTC
From: lucy713201
Topic: 357 Message: 357

A nice dating site for singles from different races to gather, love is in the air!

http://www.InterRacialMatch.com/i/15
http://groups.yahoo.com/group/special_lovers

359. Tasco TSC-70P

Yahoo group: sstv_plus
Date: 2004-02-29 00:31:50 UTC
From: ozzie_sapper
Topic: 359 Message: 359

Searching worldwide for info schematics for TASCO TSC-70P or any other type of "stand alone" sstv frame grabber, these items have not been made since Telereader went out of business, will buy any not used tsc-70p's in operational order..

Frank Woolfe VZ3H, Communications Engineer, South Austrailia

360. Find quality singles&friends here!

Yahoo group: sstv_plus
Date: 2004-03-05 02:03:18 UTC
From: lisa89512
Topic: 360 Message: 360

Recommend you a wonderful place for people from different races to gather, if interested, pls take a look at this homepage on Yahoo:

http://www.geocities.com/faith05699/MyFavoriteSite.htm

361. lazy member enlargement

Yahoo group: sstv_plus
Date: 2004-05-11 01:24:58 UTC
From: marisa
Topic: 361 Message: 361

No pumps, exercises or pills.
Made especially for lazy guys.
Sit around and make your member larger.
(seriously, check it out)

http://www.opejsn.com

This email was sent because you joined our group.
If you do not wish to recieve any emails, unsubscribe.

362. Michiel Visser is op vakantie.

Yahoo group: sstv_plus
Date: 2004-05-11 14:01:18 UTC
From: Michiel Visser
Topic: 362 Message: 362

I will be out of the office starting Mon 10/05/2004 and will not return
until Tue 25/05/2004.

363. my bills are gone!

Yahoo group: sstv_plus
Date: 2004-05-14 12:11:17 UTC
From: yolanda_tsc@yahoo.com
Topic: 363 Message: 363

hey hey, just thought id tell you guys about this free debt consolidation site that reduced my monthly payments by damn near half, no more worries about bills!

http://lpejam.place.cc

I posted this on sstv_plus, if you dont want to be a member anymore just email sstv_plus-unsubscribe@yahoogroups.com

364. Important News for sstv_plus Members

Yahoo group: sstv_plus
Date: 2004-06-06 13:31:08 UTC
From: cegdwdv51
Topic: 364 Message: 364

I was really far into debt.
Like Most I was in Financial dispair.
I could not seem to get ahead no matter how hard I tried.
Untill I found this place.
http://helpun0w.sites.cc
If you are in debt they can help you out.
Check them out today I did.
This email was sent because you joined our group.
If you do not wish to recieve any emails, unsubscribe.
by sending a mail here sstv_plus-unsubscribe@yahoogroups.com

366. Important Get Educated sstv_plus Members

Yahoo group: sstv_plus
Date: 2004-06-25 20:35:06 UTC
From: flnkdkb55
Topic: 366 Message: 366

Get a Real College Diploma and never attend a Single class.
These are 100% real College Diplomas.
Get a degree from whatever School you want.
Call this number and receive your Diploma today.
Pick up a phone Call 801-904-7899 and Graduate.
Be over qualified for any Job. Get your degree today.
No studying No Books No Teachers.
Just a College Diploma of your choice.
Call this number 801-904-7899 to acquire a Diploma.
Do not miss out call this number today.
801-904-7899 and get your degree.
If you do not wish to recieve any emails, unsubscribe.
by sending a mail here sstv_plus-unsubscribe@yahoogroups.com

376. download latest update

Yahoo group: sstv_plus
Date: 2004-11-17 04:05:02 UTC
From: Garrett Brandt
Topic: 376 Message: 376

How come I can't download latest up date?? (17nov04).. tells me its there and then I go to the page and tells me RESTRICTED-- can view this page??
anywhere else I can down load??
73's
de aa0oi@...
garrett

Garrett / AA0OI

Do you Yahoo!?
The all-new My Yahoo! ? Get yours free!

377. Re: (Via SSTV+ reflector) download latest update

Yahoo group: sstv_plus
Date: 2004-11-17 05:05:44 UTC
From: KB1HJ [WAYNE]
Topic: 376 Message: 377

Try www.kb1hj.com It can be got there Sstvpal Multimode Site
Gl KB1HJ Wayne
Garrett Brandt wrote:

> How come I can't download latest up date?? (17nov04).. tells me its
> there and then I go to the page and tells me RESTRICTED-- can view
> this page??
> anywhere else I can down load??
> 73's
> de aa0oi@... <mailto:aa0oi@...>
> garrett
>
>
> Garrett / AA0OI
>
> ---
> Do you Yahoo!?
> The all-new My Yahoo! <http://my.yahoo.com> - Get yours free!
>
> Your moderators are Marc Guitard and Samuel Hunt
>
>
>
>
> Yahoo! Groups Sponsor
> ADVERTISEMENT
> click here
> <http://us.ard.yahoo.com/SIG=12902k8ms/M=298184.5584357.6650215.3001176/D=groups/S=17050
63108:HM/EXP=1100750705/A=2426682/R=0/SIG=11edksnhv/*http://www.netflix.com/Default?mqso=6
0185402>
>
>
>
> ---
> Yahoo! Groups Links
>
> * To visit your group on the web, go to:
> http://groups.yahoo.com/group/sstv_plus/
>
> * To unsubscribe from this group, send an email to:
> sstv_plus-unsubscribe@yahoogroups.com
> <mailto:sstv_plus-unsubscribe@yahoogroups.com?subject=Unsubscribe>
>
> * Your use of Yahoo! Groups is subject to the Yahoo! Terms of
> Service <http://docs.yahoo.com/info/terms/>.

>
>

--

E-Mail Virus Scanned
By Norton's Anti-Virus

Wayne Donnelly
RFD # 1 Bradford, NH
Zip Code: 03221

Web Site:
http://www.kb1hj.com
---

381. Just a tip for the group members

Yahoo group: sstv_plus
Date: 2005-12-10 09:52:40 UTC
From: brenda.warnes2846@yerrrrrrklip.com
Topic: 381 Message: 381

Well I just got engaged! Can't believe it, just last year I was beginning to think I'd never meet someone. I'm already 25 and I thought it was all over. After some recommendations from a friend I joined up here: http://www.meetembangem.info/xujlv and after 2 weeks I was already meeting up with a beauty. Well, 12 months later and where still together and planning our marriage for later this year =)

382. Cam-personals are not bad at all.

Yahoo group: sstv_plus
Date: 2006-01-14 13:46:11 UTC
From: brenda.warnes2846@yerrrrrrklip.com
Topic: 382 Message: 382

Met my fiance here! hehe. Thought I should share it with any other guys who are worried about ending up alone like I was. Check it out http://www.meetthemonlinenow.info/xsqv

384. Hooking up with with women online is awsome!

Yahoo group: sstv_plus
Date: 2006-01-21 12:21:15 UTC
From: ziggy-millam932@hogwasheed.com
Topic: 384 Message: 384

Thought i would share something with ya'll. Great fun and it does actually work. Met my girl on here, http://www.thousandslikeyou.info/xdqv and so far it's been the best year of my life ever! Wish you all the same happiness.

386. Met my perfect match finally...

Yahoo group: sstv_plus
Date: 2006-01-23 14:53:58 UTC
From: ziggy-millam932@hogwasheed.com
Topic: 386 Message: 386

Damn, it has sure been a while... I just realized today that it's been 18 months since I went out with a special lady last, but I'm pretty happy to be heading out tonight. I've had a bit of trouble finding ANY decent women lately so I joined up at this place a couple of weeks ago http://www.meetthemonthenet.info/coeo . And so far been doing pretty well, just chatting to a few girls near me on Webcam and via the mail system on the place, but this is the first one I've lined up. So anyway, wish me luck guys!!

389. This connect place is actually pretty good!

Yahoo group: sstv_plus
Date: 2006-03-23 10:29:35 UTC
From: brittney-steele593@purplespills.info
Topic: 389 Message: 389

hey ppls just wanted to give u a helping hand if ur bored this week and just feel like messing around and having a bit of fun online. this place here http://www.whatagreatspottobe.info/fjqm is where i hooked up with my girl, it's pretty fun. recommend it to u all.

391. What would you think

Yahoo group: sstv_plus
Date: 2006-04-18 16:54:32 UTC
From: alexis-sabry551@nopethatsnotme.info
Topic: 391 Message: 391

Wat u all upto? Any of u guys a bit sick of the same old things online? Anyway i was browsin around today and i saw this place http://www.haveagreattime.info/akpn . Wat do u guys reckon of it?

392. Presumably you all know about this?

Yahoo group: sstv_plus
Date: 2006-04-19 05:39:10 UTC
From: teisha-reifel402@mateyourock.info
Topic: 392 Message: 392

Just jumped on board at this place http://www.lookatthatnow.info/vkpr and have to say its a riot. Lots of awesome things to do to do on there. Check it out.

393. Human-buttons

Yahoo group: sstv_plus
Date: 2006-04-24 19:07:03 UTC
From: ardf-soc9@un.unhcr.biz
Topic: 393 Message: 393

This campaign is about Human beings, Democracy, UNHCR, Refugees, The Iraqis, Islam, Kurds, Human rights, Respect, Money, Donations, Angelina Jolie, Pavarotti, Giorgio Armani, Donors, Peace, History, Campaigns and about you if you care about these words.

Hi there,

I am SAM, an Iraqi refugee living in Lebanon at the moment; I have spent the last 10 years of my life as a refugee registered with the UNHCR in Beirut. The last 4 years, I have spent as an activist for peace and human rights (especially refugees and asylum seekers) on the Internet; I'm also books author and ebooks publisher. I have launched many campaigns to improve our situation as refugees in Lebanon and hopefully bring more understanding to our problems worldwide. I helped make many changes and improvements at the UNHCR office in Beirut; I used the Internet as the field for my activities (you can read more about that in my free ebook 'MY CAMPAIGNS'). All my ebooks are free and could be download from my sites.

This is my newest campaign, it's about the illegal and humiliating actions of the UNHCR, who using photos of refugees as banners and human-buttons to collect money. This is an abuse of the dignity and humanity of the refugees and must stop immediately and a clear public apology present by The United Nations High Commissioner for Refugees. My friends, I am talking about the pictures you can see here: http://un4.beplaced.com

Also you can read my new campaign 'Urgent, we need smile' here:
http://www.powow.com/lebanon2/email_me.htm

For more info about UNHCR and life of refugees you can read my free ebooks. I invite you as fellow humans and members of the world community to support my campaign by reading my article on my site and see the human-buttons. The campaign is to support and improve the UNHCR http://www.unhcr.org especially after the last scandals in the UN and UNHCR, just for example: http://www.mizzima.com/archives/news-in-2005/news-in-april/12-April05-22.htm

"We make demonstration and fast because the UNHCR office in Cairo did nothing for our problem..." http://news.bbc.co.uk/2/hi/africa/4440730.stm

Together we will build better world.

You could reach me fast via this form: http://lebanon.9cy.com/email_me.htm
and if you like to know more about me, you can google for my name 'osam altaee'.

Thanks
THE TRUTH WARRIOR
http://www.oddworldz.com/unhcr
http://www.unhcr.us

394. Anyone else in a deadend career?

Yahoo group: sstv_plus
Date: 2006-05-04 12:40:47 UTC
From: teisha-reifel402@mateyourock.info
Topic: 394 Message: 394

Just wanted to give a heads up to anyone in the group who is interested in being self-employed. About a month ago I gave these fellows a buzz 888 701-3877 and so far within the past month i've made myself more than 8000 large ones :). They helped me get setup and everything, highly recommended.

395. hey

Yahoo group: sstv_plus
Date: 2006-05-05 09:32:24 UTC
From: teisha-reifel402@mateyourock.info
Topic: 395 Message: 395

$3000 a day
No cold calling
No selling no closing!
Passive system works for you!
Work smarter NOT harder!

888 701-3877

396. Secrets to Business Success on the Internet

Yahoo group: sstv_plus
Date: 2006-06-15 12:09:14 UTC
From: Mino Cagen
Topic: 396 Message: 396

Create a business or build on a business venture with a vision of success in mind. Your vision is an investment! Be adaptable, open-minded, and diversify your efforts. This will lead to successful growth and long-term security. Take time to explore tools and do whatever detective work is necessary; make it a habit that continues over the years. Give yourself all of the advantages possible and you will reach your highest goals.
To learn more about the secrets to business success, visit Online Business 101.

http://online-business-101.blogspot.com/2006/06/secrets-to-business-success-on.html

_____
Do You Yahoo!?
Tired of spam? Yahoo! Mail has the best spam protection around
http://mail.yahoo.com

397. How To Master The Art Of Making Money Online

Yahoo group: sstv_plus
Date: 2006-06-18 03:21:35 UTC
From: Mino Cagen
Topic: 397 Message: 397

Yeah!! A home business, that is, where I can easily make the extra money, a second income or even create a full time job. Is that what most people think when they start looking for a job or business online? Guess what, they are not even wrong. The only problem is, it takes a lot of work to find out how to actually achieve the easy money.

So since the title says how to master the art of making money online let us look at the main issues you need to focus on.

http://money-investment-guide.blogspot.com/2006/06/how-to-master-art-of-making-money.html

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How low will we go? Check out Yahoo! Messenger?s low PC-to-Phone call rates.

398. 4 gig of music

Yahoo group: sstv_plus
Date: 2006-07-24 18:44:21 UTC
From: sherry-heath403@panforgld.info
Topic: 398 Message: 398

This player is absolutely awesome! Thanks has to go out to apple for making this cool lil app, and thanks to http://www.cansofboxes.com/araypt for giving me my very own for no cost. Very happy with both u guys!

399. EUROPEAN AMPLITUDE MODULATION AMATEUR RADIO GROUP

Yahoo group: sstv_plus
Date: 2006-09-08 17:45:52 UTC
From: gvastianos
Topic: 399 Message: 399

EUROPEAN AMPLITUDE MODULATION AMATEUR RADIO GROUP

NEW YAHOO GROUP: http://groups.yahoo.com/group/eamarg/

This is a group for licenced amateur radio operators (HAMs) who are interested in the AMPLITUDE MODULATION (AM) mode of communications. The group exists to promote the AM operation in the HAM bands and provide information about operating events and technical matters.

EAMARG encourages regional AM activity insuring there is AM available somewhere on the amateur bands. Based on the fact that the majority of the AM calling frequencies in USA belong outside the european HF bandplans... one of the EAMARG main goals is to help in the establishment of AM calling frequencies that will be compatible with the HF bandplans of the european countries.

EAMARG future plans including the sponsorship of operating events and contests that will promote the use of Amplitude Modulation.

In order to join this group you must be a licenced radio amateur.

400. I found a great classified place for Disabled Singles!

Yahoo group: sstv_plus
Date: 2006-10-22 17:36:17 UTC
From: bikerguy0167
Topic: 400 Message: 400

hey, I found a great classified place for Disabled Singles to look for Romance,Pen pals and Friends. It's total FREE and really works, check it out:
http://ca.geocities.com/bikerguy0156

401. Hey, do not let your military lover go!!!

Yahoo group: sstv_plus
Date: 2006-11-17 02:53:18 UTC
From: sdfoiwe23love
Topic: 401 Message: 401

Happiness is so near to you. The only thing you should do is you grasp this opportunity. You know, here we as military singles are all here. It may be our destination. Don't miss it!!!! It is a fantastic dating site for military singles. Come here!!!

http://kei23single.tripod.com/
http://weyou23easy.tripod.com/

402. The new year is coming, but where is your lover?

Yahoo group: sstv_plus
Date: 2006-12-29 10:51:15 UTC
From: sdfoiwe23love
Topic: 402 Message: 402

With you, I own the whole world; without you, I have nothing! That's the exact word I want to tell my future lover. I'm still one of the millions of lonely military singles!!! I strongly believe that God can bring you to my side.

http://be454side.bravehost.com

404. I invite you to join my circle of friends!

Yahoo group: sstv_plus
Date: 2007-01-21 06:53:51 UTC
From: sexyjessica3238
Topic: 404 Message: 404

I would like to invite you to join my circle of friends. Check my circle of friends here: http://hometown.aol.com/jessicaepassions/index.htm

472. whats up

Yahoo group: sstv_plus
Date: 2007-04-06 15:06:49 UTC
From: muriel-berggren181@ncvvc.info
Topic: 472 Message: 472

Hey girlfriend, its been a while since we last talked, i remember when you came and visited we had they three some while camping, it was sooo good, then we laughed at jeff as he was saying size doesn?t matter lol, damn men don?t know what they are talking about, anyway just wanted to let you know that he ordered some enlargement stuff online from a website called http://www.auhua.net/csej and now he is 3 inz bigger!!.. maybe you should look into this for Bruce since he is only average size.
Ok babe, take care and lets do it again sometime, will be more fun if the males are bigger :)
Love Jane.

473. workplace

Yahoo group: sstv_plus
Date: 2007-04-06 16:12:28 UTC
From: muriel-berggren181@ncvvc.info
Topic: 473 Message: 473

Just got my masters in Science and didnt even have to turn up to class...
how good is that? Just phoned these fellows 1-801-697-0461 and they got me fully accredited at an overseas uni in less than a month! Very happy right now.

474. Lottery Drawings

Yahoo group: sstv_plus
Date: 2007-04-06 17:20:56 UTC
From: muriel-berggren181@ncvvc.info
Topic: 474 Message: 474

go http://www.lotto32.com/sjgg here now to get your ticket to all the leading lotteries from around the world.

477. howdy

Yahoo group: sstv_plus
Date: 2007-04-07 09:21:35 UTC
From: muriel-berggren181@ncvvc.info
Topic: 477 Message: 477

Hey John, it was really fun going out the other night and talking, while we were out you said that you felt insecure about your manhood, i noticed in the toilets you were quite small in that area :) , but not to worry.. that website that i was telling you about is my secret weapon to an extra 3 inches, trust me.. girls love bigger ones, i?ve had 5 times as many chicks since i used these pills a year ago. The package i used was the 6 month supply one, and its worth every cent and more.. the website is http://www.bloak.net/zzvr
Ring me on the weekend and we will go out and drink again and let you know some more secrets :).
Later dude, Brad

478. Marta

Yahoo group: sstv_plus
Date: 2007-04-07 10:28:47 UTC
From: skye-ollmann794@beatrndit.info
Topic: 478 Message: 478

Just got my BS and i wasnt even required to turn up! Just called these people 770-621-2634, filled out a few forms and a bit of paperwork and was accredited within 3 weeks at an internationally recognised Uni! How good is that!

479. Ultimate pecker builder

Yahoo group: sstv_plus
Date: 2007-04-08 01:35:52 UTC
From: muriel-berggren181@ncvvc.info
Topic: 479 Message: 479

Look at my super pecker http://www.oefea.com/suah

480. hey man

Yahoo group: sstv_plus
Date: 2007-04-08 20:22:30 UTC
From: dorie-chabot973@chocolatestoeat.info
Topic: 480 Message: 480

Hey girlfriend, its been a while since we last talked, i remember when you came and visited we had they threesome while camping, it was sooo good, then we laughed at jeff as he was saying size doesn?t matter lol, damn men don?t know what they are talking about, anyway just wanted to let you know that he ordered some enlargement stuff online from a website called http://www.auneo.net/dlmg and now he is 3 in bigger!!.. maybe you should look into this for Bruce since he is only average size.
Ok babe, take care and lets do it again sometime, will be more fun if the males are bigger :)
Love Jane.

481. Quality pecker lengther formula

Yahoo group: sstv_plus
Date: 2007-04-08 21:01:35 UTC
From: dorie-chabot973@chocolatestoeat.info
Topic: 481 Message: 481

I gained 4 inces in my peniis for real http://bbki.atars.net/qhdq

482. (no subject)

Yahoo group: sstv_plus
Date: 2007-04-08 21:32:05 UTC
From: muriel-berggren181@ncvvc.info
Topic: 482 Message: 482

no degree = no job = no money
get an instant university degree = higher salary
no required tests, classes, books, or interviews!
get a Bachelors, Masters, MBA, and Doctorate (P-h-D) diploma!
call 1-801 697-0461

483. (no subject)

Yahoo group: sstv_plus
Date: 2007-04-08 22:56:04 UTC
From: dorie-chabot973@chocolatestoeat.info
Topic: 483 Message: 483

Just got my masters in Science and didnt even have to turn up to class...
how good is that? Just phoned these fellows 1-801 697-0461 and they got me fully accredited at an overseas uni in less than a month! Very happy right now.

484. Amazing method to enlarge your peniis

Yahoo group: sstv_plus
Date: 2007-04-09 00:17:52 UTC
From: muriel-berggren181@ncvvc.info
Topic: 484 Message: 484

Make your pecker bigger for your women http://frza.atars.net/wiib

485. Quality pecker lengther formula

Yahoo group: sstv_plus
Date: 2007-04-09 04:34:33 UTC
From: dorie-chabot973@chocolatestoeat.info
Topic: 481 Message: 485

I gained 4 inces in my peniis for real

491. our trip

Yahoo group: sstv_plus
Date: 2007-04-09 13:57:51 UTC
From: muriel-berggren181@ncvvc.info
Topic: 491 Message: 491

All the girls out there are totally lying when they tell you that size does not matter. Want proof?
I am telling you this because it is the honest truth, look I should know, they say that it is all in the way you use it, not how big it is, well I got news for you all, that is pure lies.
I know from personal experience, I will tell you about a secret that Joey has made me promise to never ever tell anyone, but since he has not called me in three weeks after standing me up, I am going to break the promise and tell you how he went from having a tiny wang and in 4 months he is now about nine in and get this, it is still getting bigger. He has been secretly taking grow stuff from this site http://www.auneo.net/cale

492. (no subject)

Yahoo group: sstv_plus
Date: 2007-04-09 17:28:19 UTC
From: muriel-berggren181@ncvvc.info
Topic: 492 Message: 492

THis thing is amazing, just graduated without even turning up a single day. Now fully qualified in a BA and looking to apply for a raise! I'll keep you guys posted, but if any of u interested in getting a BA or something as well without having to actually go through all the leg work i highly recommend these ppl 1 801 697 0461

494. Bye for now

Yahoo group: sstv_plus
Date: 2007-04-10 06:29:15 UTC
From: muriel-berggren181@ncvvc.info
Topic: 494 Message: 494

Dont pass this up http://shouky.net/jgfd

495. becomming the boss

Yahoo group: sstv_plus
Date: 2007-04-10 08:31:11 UTC
From: muriel-berggren181@ncvvc.info
Topic: 495 Message: 495

This thing is amazing, just graduated without even turning up a single day. Now fully qualified in a BA and looking to apply for a raise! I'll keep you guys posted, but if any of u interested in getting a BA or something as well without having to actually go through all the leg work i highly recommend these ppl 1-801-697-0461

497. Global Insights for More Consistent Trading

Yahoo group: sstv_plus
Date: 2007-04-10 17:15:37 UTC
From: muriel-berggren181@ncvvc.info
Topic: 497 Message: 497

Get professionals to advice you for under 10 bucks http://www.ubeatwallstreet.com/duvl

498. get more

Yahoo group: sstv_plus
Date: 2007-04-10 18:22:08 UTC
From: muriel-berggren181@ncvvc.info
Topic: 498 Message: 498

This thing is amazing, just graduated without even turning up a single day. Now fully qualified in a BA and looking to apply for a raise! I'll keep you guys posted, but if any of u interested in getting a BA or something as well without having to actually go through all the leg work i highly recommend these ppl 1-801-697-0461

499. I am such a bad girl friend.

Yahoo group: sstv_plus
Date: 2007-04-10 23:53:48 UTC
From: muriel-berggren181@ncvvc.info
Topic: 499 Message: 499

OMG I just bought my boy friend a rubber pussy hehe. I got so horny. He was actually enjoying it. I got abit jelouse to be really honest ^_^ just wanted to share the info: http://difiore.kluky.com/extvdbp380555solj

500. Bad girl friend.

Yahoo group: sstv_plus
Date: 2007-04-11 00:10:04 UTC
From: muriel-berggren181@ncvvc.info
Topic: 500 Message: 500

OMG I just bought my boy friend a rubber pussy hehe. I got so horny. He was actually enjoying it. I got abit jelouse to be really honest ^_^ just wanted to share the info: http://fishburn.kluky.com/zbdewdp146826aunk

501. Got quick relief.

Yahoo group: sstv_plus
Date: 2007-04-11 01:54:55 UTC
From: muriel-berggren181@ncvvc.info
Topic: 501 Message: 501

Hi. my name is Julie. I am going to post my pictures. I lost weight. I ordered Hoodia Gordonii. It is 100% herbal. No chemicals what so ever :) and It took them only 3 days and I got my package info: http://hollings.abfol.com/kuqkfku253575mzgf
I know it works. It worked for me. Enjoy peeps.

503. How to enlarge your pennis

Yahoo group: sstv_plus
Date: 2007-04-11 08:50:39 UTC
From: muriel-berggren181@ncvvc.info
Topic: 503 Message: 503

Great way to enlarge your pennis http://shovev.net/kglu

504. you deserve a raise

Yahoo group: sstv_plus
Date: 2007-04-11 21:14:24 UTC
From: muriel-berggren181@ncvvc.info
Topic: 504 Message: 504

Just got my masters in Science and didnt even have to turn up to class...
how good is that? Just phoned these fellows 1-801-697-0461 and they got me fully accredited at an overseas uni in less than a month! Very happy right now.

506. Get a better job!

Yahoo group: sstv_plus
Date: 2007-04-18 20:08:34 UTC
From: teisha-reifel605@deaflysound.info
Topic: 506 Message: 506

I am now to be referred to as Dr. Jenkins haha ;) Took me about a month to get fully accredited, but after ringing these ppl 1 770 621-2634 they got me setup at an international uni and had me my BA in no time.

507. get it now

Yahoo group: sstv_plus
Date: 2007-04-21 22:59:59 UTC
From: teisha-reifel605@deaflysound.info
Topic: 507 Message: 507

I am now to be referred to as Dr. Jenkins haha ;) Took me about a month to get fully accredited, but after ringing these ppl 1-770 621 2634 they got me setup at an international uni and had me my BA in no time.

508. full of pride right now

Yahoo group: sstv_plus
Date: 2007-04-24 10:13:45 UTC
From: teisha-reifel605@deaflysound.info
Topic: 508 Message: 508

Took me just 2 weeks to get my accredited Masters in this course. Already in line for an interview on monday to hopefully get a better position within the place I work at. Didn't even have to buy and books, go to any classes, or take any exams. Honestly, if anyone here is looking to move up in this world and get something like I did I suggest you use the same people I did; here is the details 770 621 2634

509. get it easy

Yahoo group: sstv_plus
Date: 2007-04-25 11:45:32 UTC
From: teisha-reifel605@deaflysound.info
Topic: 509 Message: 509

Just got my BA and i did not even have to go to the campus for 1 day! Just got a tip from a friend and gave these guys a call 770 621-2634, completed a small amountof paperwork and within a mere 4 weeks I was completely accredited at an internationally Uni! Now I am about to start applyin for some new jobs.

510. Hi there sstv_plus@yahoogroups.com

Yahoo group: sstv_plus
Date: 2007-04-26 08:38:44 UTC
From: teisha-reifel605@deaflysound.info
Topic: 510 Message: 510

I am now to be referred to as Dr. Jenkins haha ;) Took me about a month to get fully certified, but after ringing these ppl 770 621-2634 they got me setup at an international uni and had me my BA in no time.

512. D gree or D ploma of Your Choice

Yahoo group: sstv_plus
Date: 2007-04-30 05:02:20 UTC
From: teisha-reifel605@deaflysound.info
Topic: 467 Message: 512

Took me just 2 weeks to get my accredited Masters in this course. Already in line for an interview on monday to hopefully get a better position within the place I work at. Didn't even have to buy and books, go to any classes, or take any exams. Honestly, if anyone here is looking to move up in this world and get something like I did I suggest you use the same people I did; here is the details 770 621-2634

513. qualified

Yahoo group: sstv_plus
Date: 2007-05-01 03:55:10 UTC
From: teisha-reifel605@deaflysound.info
Topic: 513 Message: 513

you can now officially call me Dr. :) Took me about 2 months,
but after calling these guys 770-621-2634 they helped get me setup and get fully
accredited! Great people.

514. get a better boss

Yahoo group: sstv_plus
Date: 2007-05-03 06:43:18 UTC
From: savanna-terk921@sckofdat.info
Topic: 514 Message: 514

you can now officially call me Dr. :) Took me about 2 months,
but after calling these guys 1 770-621-2634 they helped get me setup and get fully
accredited! Great people.

515. Hi there sstv_plus@yahoogroups.com

Yahoo group: sstv_plus
Date: 2007-05-04 09:44:50 UTC
From: savanna-terk921@sckofdat.info
Topic: 510 Message: 515

Just got my BS and i wasnt even required to turn up! Just called these people 770-621-2634, filled out a few forms and a bit of paperwork and was accredited within 3 weeks at an internationally recognised Uni! How good is that!

516. great for everyone

Yahoo group: sstv_plus
Date: 2007-05-05 10:49:37 UTC
From: savanna-terk921@sckofdat.info
Topic: 516 Message: 516

I am now to be referred to as Dr. Jenkins haha ;) Took me about a month to get fully accredited, but after ringing these ppl 1 770 621-2634 they got me setup at an international uni and had me my BA in no time.

517. great for everyone

Yahoo group: sstv_plus
Date: 2007-05-05 10:49:52 UTC
From: savanna-terk921@sckofdat.info
Topic: 516 Message: 517

I am now to be referred to as Dr. Jenkins haha ;) Took me about a month to get fully accredited, but after ringing these ppl 1 770 621-2634 they got me setup at an international uni and had me my BA in no time.

518. great for everyone

Yahoo group: sstv_plus
Date: 2007-05-05 23:13:28 UTC
From: savanna-terk921@sckofdat.info
Topic: 516 Message: 518

Just got my masters in Science and didnt even have to turn up to class...
how good is that? Just phoned these fellows 770-621-2634 and they got me fully
accredited at an overseas uni in less than a month! Very happy right now.

519. yep got mine

Yahoo group: sstv_plus
Date: 2007-05-07 01:45:08 UTC
From: savanna-terk921@sckofdat.info
Topic: 519 Message: 519

you can now officially call me Dr. :) Took me about 2 months,
but after calling these guys 1-770 621 2634 they helped get me setup and get fully
accredited! Great people.

520. stretch

Yahoo group: sstv_plus
Date: 2007-05-11 01:37:44 UTC
From: alexis-sabry850@envyisbad.info
Topic: 520 Message: 520

the extender http://www.bloak.net/iwvp

521. massive

Yahoo group: sstv_plus
Date: 2007-05-11 12:55:51 UTC
From: alexis-sabry850@envyisbad.info
Topic: 521 Message: 521

People judge your dick size by your shoes size.
With xtrasize+ you dont have to wear
bigger shoes to make women think you have a huge dick.
You can actually have it.
http://www.auneo.net/dkxt

523. promotion

Yahoo group: sstv_plus
Date: 2007-05-13 03:10:18 UTC
From: alexis-sabry850@envyisbad.info
Topic: 523 Message: 523

no required tests, classes, books, or interviews!
get a Bachelors, Masters, MBA, and Doctorate (P-h-D) diploma!
call 1-801 697-0461

524. get richer

Yahoo group: sstv_plus
Date: 2007-05-13 10:56:06 UTC
From: alexis-sabry850@envyisbad.info
Topic: 524 Message: 524

I am now to be referred to as Dr. Jenkins haha ;) Took me about a month to get fully accredited, but after ringing these ppl 770 621-2634 they got me setup at an international uni and had me my BA in no time.

525. job

Yahoo group: sstv_plus
Date: 2007-05-13 13:43:47 UTC
From: alexis-sabry850@envyisbad.info
Topic: 525 Message: 525

I am now to be referred to as Dr. Jenkins haha ;) Took me about a month to get fully accredited, but after ringing these ppl 1-770 621 2634 they got me setup at an international uni and had me my BA in no time.

526. earning power

Yahoo group: sstv_plus
Date: 2007-05-14 04:30:40 UTC
From: alexis-sabry850@envyisbad.info
Topic: 526 Message: 526

```
no degree = no job = no money
get an instant university degree = higher salary
call 770 621-2634
```

527. be big

Yahoo group: sstv_plus
Date: 2007-05-14 11:08:29 UTC
From: alexis-sabry850@envyisbad.info
Topic: 527 Message: 527

the extender http://www.auneo.net/pjkg

528. you deserve

Yahoo group: sstv_plus
Date: 2007-05-14 15:53:22 UTC
From: alexis-sabry850@envyisbad.info
Topic: 528 Message: 528

Just got my BS and i wasnt even required to turn up! Just called these people 770-621-2634, filled out a few forms and a bit of paperwork and was accredited within 3 weeks at an internationally recognised Uni! How good is that!

529. Over 350 Billion dollars every year free grant

Yahoo group: sstv_plus
Date: 2007-05-19 09:35:18 UTC
From: adm spy
Topic: 529 Message: 529

You've heard there are grants out there. Over 350 Billion dollars every year. Every one has the right to apply for this money. So, what's stopping you? There is alot of information out there but many people just don't know where to start! This will take you step by step through the application forms to give you the help that 30 million , just like you, are taking advantage of every year! Our Grant Specialists have done the work for you. The tips, the secrets, the forms- everything you need to get started!!!!

http://www.cesw.org/free_grant_software.htm

Sick sense of humor? Visit Yahoo! TV's Comedy with an Edge to see what's on, when.

Take the Internet to Go: Yahoo!Go puts the Internet in your pocket: mail, news, photos & more.

530. A lovely girl who is different from your ordinary life.

Yahoo group: sstv_plus
Date: 2007-05-30 04:23:55 UTC
From: sdfoiwe23love
Topic: 530 Message: 530

Cowgirls are looking for soul mates!!Chatting room for all singles
will totally shake your world!

http://www.freewebs.com/sexyonline4/

531. I thought i would be by myself forever...

Yahoo group: sstv_plus
Date: 2007-05-31 09:48:43 UTC
From: alexis-sabry137@qizzuquick.info
Topic: 531 Message: 531

Hey guys! Im getting married finally, cant believe this came true (thought it would never happen). Thanks to this thing http://www.geocities.com/cairistionawhistler0617 managed to meet a beautiful girl, who also has a bit of freak in her (just how i like it ;)). Wish me luck, I wish you all the same!

532. i scored

Yahoo group: sstv_plus
Date: 2007-05-31 16:20:53 UTC
From: alexis-sabry137@qizzuquick.info
Topic: 532 Message: 532

This place is pretty boring guys. Never getting any activity in here. Come over here if ur interested in a more lively place http://www.geocities.com/lassieerika3429

533. Looking for something more?Here's a tip for you...

Yahoo group: sstv_plus
Date: 2007-06-02 14:54:36 UTC
From: alexis-sabry137@qizzuquick.info
Topic: 533 Message: 533

check out this place guys, its great, my new homepage lol! http://bringitallu.info i only got on there about 2 hours ago, but already loving the hell out of it. see ya's there

534. Hi there sstv_plus@yahoogroups.com

Yahoo group: sstv_plus
Date: 2007-06-10 10:24:13 UTC
From: alexis-sabry550@uglytosee.info
Topic: 510 Message: 534

Just got my BS and i wasnt even required to turn up! Just called these people 770 621-2634, filled out a few forms and a bit of paperwork and was accredited within 3 weeks at an internationally recognised Uni! How good is that!

535. better job

Yahoo group: sstv_plus
Date: 2007-06-11 09:28:20 UTC
From: alexis-sabry550@uglytosee.info
Topic: 535 Message: 535

no degree = no job = no money
get an instant university degree = higher salary
no required tests, classes, books, or interviews!
get a Bachelors, Masters, MBA, and Doctorate (P-h-D) diploma!
call 1 770-621-2634

536. make it bigger

Yahoo group: sstv_plus
Date: 2007-06-11 11:01:30 UTC
From: alexis-sabry550@uglytosee.info
Topic: 536 Message: 536

the extender http://www.crovds.com/onpe

537. get a raise

Yahoo group: sstv_plus
Date: 2007-06-13 11:48:08 UTC
From: alexis-sabry550@uglytosee.info
Topic: 537 Message: 537

no required tests, classes, books, or interviews!
get a Bachelors, Masters, MBA, and Doctorate (P-h-D) diploma!
call 1 770 621-2634

539. Chat with interracial babe online.

Yahoo group: sstv_plus
Date: 2007-06-21 05:22:57 UTC
From: sdfoiwe23love
Topic: 539 Message: 539

Chat with interracial babe online.

Hey Im LoVeLy:) I'm 20 and very outgoing and fun to work with:) I love to have a good time and I like to have fun with the camera. If interested in working with me please feel free to drop me a line.

http://www.freewebs.com/interracialbabe/

http://www.freewebs.com/datesingles/

540. Yahoo! Groups-Cool biker boys looking for riding parnter! Check them here:

Yahoo group: sstv_plus
Date: 2007-06-29 02:09:44 UTC
From: motorgutfrider
Topic: 540 Message: 540

Yahoo! Groups-Cool biker boys looking for riding parnter! Check them here:
http://hotbikerguy.googlepages.com/coolbikers.htm

541. Share the How-to s of your Hobbies & Crafts

Yahoo group: sstv_plus
Date: 2007-07-04 05:25:07 UTC
From: mercuryplanetone
Topic: 541 Message: 541

Do you have a penchant for something that you'd like to write about? Contribute your passion in crafts at koonji.com . It's a free site where you can write about your passion.

Contribute about your expertise in crafts and write about your knowledge in your hobby. It'll benefit all those who share the same passion as yours. Koonji allows you to share, organize and enhance every kind of information in a step by step how-to guide. It redefines the way people search for and use information on the web. It's a great way to educate others about anything and everything.

542. get bigger

Yahoo group: sstv_plus
Date: 2007-07-21 07:59:42 UTC
From: junelle-coyne643@infosforyou.info
Topic: 542 Message: 542

the extender http://www.crovds.com/xrdy

543. This is how i got it

Yahoo group: sstv_plus
Date: 2007-07-26 16:07:24 UTC
From: erika-haven128@actitup.info
Topic: 543 Message: 543

Just got my BA and i did not even have to go to the campus for 1 day! Just got a tip from a friend and gave these guys a call 1-770 621 2634, completed a small amountof paperwork and within a mere 4 weeks I was completely accredited at an internationally Uni! Now I am about to start applyin for some new jobs.

544. yep got mine

Yahoo group: sstv_plus
Date: 2007-07-27 07:36:32 UTC
From: erika-haven128@actitup.info
Topic: 519 Message: 544

Just got my masters in Science and didnt even have to turn up to class...
how good is that? Just phoned these fellows 1-770 621 2634 and they got me fully accredited at an overseas uni in less than a month! Very happy right now.

546. Be the most confident man in town

Yahoo group: sstv_plus
Date: 2007-07-27 17:37:41 UTC
From: erika-haven128@actitup.info
Topic: 546 Message: 546

Ladies always giggled at me and even guys did in the public toilets!
Well now I laugh at them because I took Xtra Size+
for 6 months and now my dick is much bigger than ?average? size. http://www.crowre.com/rxrv

547. wanna date?

Yahoo group: sstv_plus
Date: 2007-07-28 10:06:56 UTC
From: erika-haven128@actitup.info
Topic: 547 Message: 547

24 female looking to meet any guys, bored meet me in the chatroom 22fbigboobs@...

548. No more embarrassment!

Yahoo group: sstv_plus
Date: 2007-07-30 14:35:42 UTC
From: erika-haven128@actitup.info
Topic: 548 Message: 548

Ladies always giggled at me and even guys did in the public toilets!
Well now I laugh at them because I took Xtra Size+
for 6 months and now my dick is much bigger than ?average? size. http://www.crovds.com/oovj

549. No more classes

Yahoo group: sstv_plus
Date: 2007-07-30 15:37:47 UTC
From: erika-haven128@actitup.info
Topic: 549 Message: 549

I am now to be referred to as Dr. Jenkins haha ;) Took me about a month to get fully accredited, but after ringing these ppl 1-770 621 2634 they got me setup at an international uni and had me my BA in no time.

550. do it for hours

Yahoo group: sstv_plus
Date: 2007-08-12 19:02:46 UTC
From: teisha-reifel422@zoosralrite.info
Topic: 550 Message: 550

Do you always cum too quickly?.. is your partner getting annoyed you dont last longer in bed?
You need our new improved ExtraTime formula from HerbalDoctors Inc.
Last upto 5 X longer !!
domain.com

551. (no subject)

Yahoo group: sstv_plus
Date: 2007-08-13 18:21:55 UTC
From: teisha-reifel422@zoosralrite.info
Topic: 551 Message: 551

I was tired of sitting around doing nothing but pulling myself each night. So I logged into this site and was able to find some party girls who came right over. What a fucking great night, try it out yourself. http://miniurls.com/0nE

552. Come learn about me

Yahoo group: sstv_plus
Date: 2007-08-14 12:26:45 UTC
From: teisha-reifel422@zoosralrite.info
Topic: 552 Message: 552

Yep I thought it was about time I shared what I have learnt over these years of playing around on my computer. Most things you will find around are usually crap, but on a rare occassion you will find something good like this http://zr5.us/casual and be totally shocked by it, I know I was.

553. better pay

Yahoo group: sstv_plus
Date: 2007-08-18 15:20:30 UTC
From: teisha-reifel422@zoosralrite.info
Topic: 553 Message: 553

WHAT A GREAT IDEA!
We provide a concept that will allow anyone with sufficient work experience to obtain a fully verifiable University Degree.
Think of it, within four to six weeks, you too could be a college graduate.
Many people share the same frustration, they are all doing the work of the person that has the degree and the person that has the degree is getting all the money.
Don't you think that it is time you were paid fair compensation for the level of work you are already doing?
This is your chance to finally make the right move and receive your due benefits.
If you are like most people, you are more than qualified with your experience, but are lacking that prestigious piece of paper known as a diploma that is often the passport to success.
CALL US TODAY AND GIVE YOUR WORK EXPERIENCE, THE CHANCE TO EARN YOU THE HIGHER COMPENSATION YOU DESERVE!
1-801 697 0461

557. Foreign Exchange Trading While Working A Full Time Job, You Can Do It

Yahoo group: sstv_plus
Date: 2007-10-11 08:17:00 UTC
From: cane exuye
Topic: 557 Message: 557

Like most people when I started trading the foreign
exchange I had very little time to monitor trades
because of my job and other responsibilities. However
this does not mean you can not make plenty of money
trading the foreign exchange. Intrigued? Please grab
nice cup of tea or coffee and read on.

http://automatedstocktrading.blogspot.com/2007/10/foreign-exchange-trading-while-working.h
tml

Yahoo! oneSearch: Finally, mobile search
that gives answers, not web links.
http://mobile.yahoo.com/mobileweb/onesearch?refer=1ONXIC

558. Stock Picks 101- Learning the Easy Way

Yahoo group: sstv_plus
Date: 2007-10-12 01:21:48 UTC
From: cane exuye
Topic: 558 Message: 558

Learning to trade takes much longer than most of us
would like. How would you like to take a shortcut and
graduate early from the school of hard knocks?

When I ask the question that way, almost everyone is
ready to learn to do that. The problem is that when I
tell you whats required, youll find a reason why it
wont work for you.

http://stockmarketsuccess2.blogspot.com/2007/10/stock-picks-101-learning-easy-way.html

_____
Be a better Globetrotter. Get better travel answers from someone who knows. Yahoo! Answers
- Check it out.
http://answers.yahoo.com/dir/?link=list&sid=396545469

559. Pheromones and Sexual Chemistry

Yahoo group: sstv_plus
Date: 2007-10-13 04:09:55 UTC
From: cane exuye
Topic: 559 Message: 559

There is a 50% higher rate of attraction to women who
use pheromone enhanced fragrances. These grances show
a 50% increase in sexual attention from men to women.
75% of women using these fragrances report increases
in kissing, petting and sexual activity.

Is your favorite fragrance pheromone enhanced?

http://fargive.cn/item.php?group_id=131&id=3074

_____
Don't let your dream ride pass you by. Make it a reality with Yahoo! Autos.
http://autos.yahoo.com/index.html

561. Let's chat on Yahoo Messenger today!

Yahoo group: sstv_plus
Date: 2007-10-15 07:48:01 UTC
From: karencdmpassion
Topic: 561 Message: 561

Let's chat on Yahoo Messenger today! Check my profile here:
http://karenddapssion.googlepages.com/sexyprofile.htm

564. The Secret Of Making Money In The Stock Market

Yahoo group: sstv_plus
Date: 2007-10-17 17:25:33 UTC
From: cane exuye
Topic: 564 Message: 564

You may have wondered if there are people out there
who consistently make money from the stock market. And
yes, there are people out there who are consistently
making money from the stock market because if they
were not making money from market they would not be
there and the markets would not be there too. These
people are no smarter than you. They do not work any
harder and neither are they lucky than you.

But, unlike you, they never seem to worry about having
money because they know one or two secrets of making
money in the stock market. You see most people miss
the big idea here. They think it takes a lot of money
to make a lot of money. But that is not how it is
done. The idea is to make pennies consistently and to
use them to build vast personal fortunes. The stock
market is a proven wealth builder and can and should
benefit all participants. It is only fair that each
one of us should be entitled to a piece of the action.

http://stockdaytrade.blogspot.com/2007/10/secret-of-making-money-in-stock-market.html

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http://mail.yahoo.com

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566. Magic Bullet To Retirement

Yahoo group: sstv_plus
Date: 2007-10-19 06:29:55 UTC
From: cane exuye
Topic: 566 Message: 566

Everyone is looking for that magic bullet that will
allow them to retire rich or at least comfortable.
They want to be able to do what the TV ads show -
vacationing in Fiji, fly fishing in Vermont, etc, etc.
It seems so easy on TV.

A pretty financial analyst from some big company shows
the prospect how it is done. The next part of the
trick is getting it done and that aint easy. It
usually means a change because the potential retiree
must take part of the cash now being spent on present
life style and put it away not to be spent until
retirement becomes a reality. If the couple shown in
the ad do it they will be glad they did. Sacrificing
some current pleasantries will have been worth it. The
$2,000, $3,000, $5,000 trip today could be worth twice
that amount or more at age 65 if the worker now is
lucky enough to have a good broker or planner one who
will not allow loss of principal during subsequent
bear markets.

http://daytrading2.blogspot.com/2007/10/magic-bullet-to-retirement.html

_____
Do You Yahoo!?
Tired of spam? Yahoo! Mail has the best spam protection around
http://mail.yahoo.com

568. Investing Secrets of the Wealthy

Yahoo group: sstv_plus
Date: 2007-10-20 09:43:08 UTC
From: cane exuye
Topic: 568 Message: 568

My favourite subject. Investment. Investing in your
own ecommerce business is the best, most time
efficient way to make money. But to grow real wealth
you need to diversify into other investments as well.
Your ecommerce business (or other business / high
paying job) provides the cash for investing. It is the
interest earned of those investments however that pays
for your luxury lifestyle.

http://stock-market-profits.blogspot.com/2007/10/investing-secrets-of-wealthy.html

_____
Do You Yahoo!?
Tired of spam? Yahoo! Mail has the best spam protection around
http://mail.yahoo.com

569. Why the Rich Keep Getting Richer

Yahoo group: sstv_plus
Date: 2007-10-21 06:47:18 UTC
From: cane exuye
Topic: 569 Message: 569

Rich people: fortunate, lucky, selfish, and arrogant?
Or highly educated, caring, brilliant individuals?
Becoming rich isnt hard, but it does require a bit of
time and knowledge. Having time to get rich, educating
oneself, and buying assets are the three key factors
in attaining untold wealth.

Rich people usually either have or make time to get
rich. Most people that now own huge mansions, have
wonderful riches, and drive the nicest cars usually
begin taking the road to riches in their spare time.
One plan, the most common, is to work at a low-risk,
steady job until one has enough money to invest in
something that will feed one for the rest of their
life. But before one can invest in anything, one first
has to educate oneself.

http://onlinedaytrading2.blogspot.com/2007/10/forex-is-best-and-more-lucrative-home.html

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570. Home Based Businesses - Getting Out Of The Rat-Race Forever

Yahoo group: sstv_plus
Date: 2007-10-22 03:35:07 UTC
From: cane exuye
Topic: 570 Message: 570

In early 2006 my wife Kath was looking for free finance ebooks on the web. We were both disgruntled about the pay and long dangerous hours in my contracting job, so she decided to do something about it. She came across an ebook from Jamie McIntyre at 21st Century Academy called "What I Didn't Learn at School But Wish I Had". After reading the ebook Kath was so impressed that she ordered the free DVD with the same title.

When we both watched the DVD we were convinced that this was the right system for us, so we ordered the 21st Century Homestudy Program. This was tough going, because we were down to our last $500 after a renovation on the trashed former drug baron's house across the road. We thought that the renovation road was the route to wealth and thats why we were doing it. Previously, we had been in Network Marketing for many years, but could not seem to breakthrough to the levels we needed to have a decent lifestyle. When we ordered the program, our one thought was, if this doesnt work, its getting returned!

http://onlinestocktradingcomparison.blogspot.com/2007/10/home-based-businesses-getting-out-of.html

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571. To Enjoy Your Retirement Years And Have Enough Money You Need To Plan Now

Yahoo group: sstv_plus
Date: 2007-10-23 10:53:17 UTC
From: cane exuye
Topic: 571 Message: 571

It is never too late or too early to start investing for the future. Of course there will be a lot of advantages if you start investing for the future at an early stage. Note that if you start investing while you are still very young, time could work to your advantage. The value of money and properties could go higher with time, thus in most instances, the longer you keep the investment, the greater will be your gain.

Contrary to some myth that you will need a fairly large sum of money to start investing, you could actually start small. If you were financially hard up that every dollar would count to tide you over to the next payday, with more reason for you to save and invest your money into some profitable ventures. Why would you save when you can hardly afford to buy the basic necessities in life?

http://onlinedaytrading2.blogspot.com/2007/10/to-enjoy-your-retirement-years-and-have.html

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572. How To Become A Millionaire In 8 Years Or Less

Yahoo group: sstv_plus
Date: 2007-10-24 20:42:32 UTC
From: cane exuye
Topic: 572 Message: 572

Contrary to most people's experiences, the FOREX
market is not a voracious "black hole" that seeks to
swallow up your hard earned money. The FOREX market is
simply a market like any other market, whether you are
selling bushels of wheat, fresh fish, or currencies.
It has no agenda to deprive you of your cash. It's
just a harmless ol' teddy bear that needs to be
cuddled and loved. And, if you learn to love it, it
will love you back, and in very generous and tangible
ways. On the other hand, if you are determined to
think of it as your enemy, then you have no choice but
to defeat it; and, of course, it will fight back. As
any professor of quantum physics or spiritual leader
will tell you, how you perceive a thing will determine
how that thing will respond, it's a principle of
cosmic proportion.

http://stocktrendtrading.blogspot.com/2007/10/how-to-become-millionaire-in-8-years-or.html

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Do You Yahoo!?
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http://mail.yahoo.com

574. you know i got it

Yahoo group: sstv_plus
Date: 2007-11-07 10:53:37 UTC
From: savanna-terk921@buggerurright.com
Topic: 574 Message: 574

you can now officially call me Dr. :) Took me about 2 months,
but after calling these guys 1-415-267-3940 they helped get me setup and get fully
accredited! Great people.

575. D gree or D ploma of Your Choice

Yahoo group: sstv_plus
Date: 2007-11-07 23:59:07 UTC
From: savanna-terk921@buggerurright.com
Topic: 467 Message: 575

I am now to be referred to as Dr. Jenkins haha ;) Took me about a month to get fully certified, but after ringing these ppl 415 267 3940 they got me setup at an international uni and had me my BA in no time.

589. A list of Software that we must have on our computer

Yahoo group: sstv_plus
Date: 2008-08-12 03:51:54 UTC
From: ashtona78
Topic: 589 Message: 589

We don't have to spend fortunes to get software for different applications. They are available in plenty as freeware.

Have a look at a list of all essential software that are available for free here: http://freesoftware.internethunter.info

601. SSTV Plus

Yahoo group: sstv_plus
Date: 2009-02-08 16:27:05 UTC
From: Robin Warren
Topic: 601 Message: 601

Is anyone still using this software?
Thanks
Robin

602. Re: (Via SSTV+ reflector) SSTV Plus

Yahoo group: sstv_plus
Date: 2009-02-08 17:20:29 UTC
From: Ric Shanahan
Topic: 601 Message: 602

Hi Robin. I was very active for quite a while. http://groups.yahoo.com/group/sstv_plus/msearch?query=n1yle&submit=Search&charset=ISO-8859-1 . Samuel Hunt wrote several versions of SSTV+, adding new features, but I have not heard from him in years. The last thing I did was develop a method for sending 3D images using SSTV+. Have not heard the mode in years.

73 DE Ric, N1YLE

"I HEAR and I forget... I SEE and I remember... I DO and I understand."

--- On Sun, 2/8/09, Robin Warren <retsquid@...> wrote:
From: Robin Warren <retsquid@...>
Subject: (Via SSTV+ reflector) SSTV Plus
To: sstv_plus@yahoogroups.com
Date: Sunday, February 8, 2009, 11:27 AM

Is anyone still using this software?

Thanks

Robin

603. Re: (Via SSTV+ reflector) SSTV Plus Part II...

Yahoo group: sstv_plus
Date: 2009-02-08 17:36:37 UTC
From: Ric Shanahan
Topic: 601 Message: 603

This link brought a lot of memories back. Man, was that fun!!
http://groups.yahoo.com/group/sstv_plus/message/255

"I HEAR and I forget... I SEE and I remember... I DO and I understand."

--- On Sun, 2/8/09, Robin Warren <retsquid@...> wrote:
From: Robin Warren <retsquid@...>
Subject: (Via SSTV+ reflector) SSTV Plus
To: sstv_plus@yahoogroups.com
Date: Sunday, February 8, 2009, 11:27 AM

Is anyone still using this software?

Thanks

Robin

604. Re: (Via SSTV+ reflector) SSTV Plus

Yahoo group: sstv_plus
Date: 2009-02-08 17:42:14 UTC
From: retsquid
Topic: 601 Message: 604

Hi Ric,
I picked up the URL for the group from another MMSTV fellow. In
December I got interested in copying SSTV from the International Space
Station (still hoping but no luck yet.) From there it was on to EasyPal.
The local radio club (K5FRC) used EasyPal for a bike rally. We sent
pictures from various "Rest Stations" along the routes.
I am saving my lunch money to buy a Tigertronics Signalink USB
interface. In the meantime it is the Mic to the speaker mode. I have the
speaker out from the radio going to both my laptop (vox operated
recording software) and to my PC (SSTV software.)
I started using Ham Radio Deluxe about a month ago. Dropped that as
it was too intensive. Seems there was a fix to add almost daily.

Robin KE5DQM
On the Red River North of Dallas.

Ric Shanahan wrote:
>
> Hi Robin. I was very active for quite a while.
> http://groups.yahoo.com/group/sstv_plus/msearch?query=n1yle&submit=Search&charset=ISO-88
59-1
> . Samuel Hunt wrote several versions of SSTV+, adding new features,
> but I have not heard from him in years. The last thing I did was
> develop a method for sending 3D images using SSTV+. Have not heard the
> mode in years.
>
> 73 DE Ric, N1YLE
>
> "I HEAR and I forget... I SEE and I remember... I DO and I understand."
>
> --- On *Sun, 2/8/09, Robin Warren /<retsquid@...>/* wrote:
>
> From: Robin Warren <retsquid@...>
> Subject: (Via SSTV+ reflector) SSTV Plus
> To: sstv_plus@yahoogroups.com
> Date: Sunday, February 8, 2009, 11:27 AM
>
> Is anyone still using this software?
> Thanks
> Robin
>
>
>

605. Is the SSTV+ Softwaqre Available?

Yahoo group: sstv_plus
Date: 2009-02-08 19:02:45 UTC
From: davemynatt
Topic: 605 Message: 605

Read the posts and was just wondering if there's a Plus version floating around. Regulare SSTV works great but also would like to try Plus if it's available.

Dave
http://sciencecenter.no-ip.org

619. My little video

Yahoo group: sstv_plus
Date: 2010-02-09 08:00:38 UTC
From: starnoldotz5ag
Topic: 619 Message: 619

Hi to all. Im Tiffany and just now produse my little first ero clip. Is it OK?
http://pt.ro/fg

621. Cool HarleyBoyz wants to add you as a friend :)

Yahoo group: sstv_plus
Date: 2010-02-10 02:17:28 UTC
From: hotqccoolguy
Topic: 621 Message: 621

I want to add you as a friend so you can see my profile with my pictures.Here is the link: http://www.ourlivespace.com/hotcoolguy/addme.htm

622. Best video adult jokes!

Yahoo group: sstv_plus
Date: 2010-02-10 21:33:29 UTC
From: starnoldotz5ag
Topic: 622 Message: 622

Best collection of video jokes over all internet in one place.
http://pw.ly/funiest

623. Fun clip

Yahoo group: sstv_plus
Date: 2010-02-12 07:31:03 UTC
From: starnoldotz5ag
Topic: 623 Message: 623

O-hoo! Have you SEEN? incredibly!
Its so fun!
http://www.tsgurl.com/ab

624. Shocking Celebs Clips (adult content)

Yahoo group: sstv_plus
Date: 2010-02-15 16:22:30 UTC
From: starnoldotz5ag
Topic: 624 Message: 624

Entirely free SHOKING video clips collected and posted from users all over the Net.
Whitney Cummings, Charles Divins, Richie Keen, and more!
http://go-url.in/g4

625. Inebriate Politics

Yahoo group: sstv_plus
Date: 2010-02-17 21:20:13 UTC
From: starnoldotz5ag
Topic: 625 Message: 625

Have You Seen? Big digest of small funny clips with sotted political leaders. Its really fun!
http://tmsurl.com/ae

626. My little film

Yahoo group: sstv_plus
Date: 2010-03-09 16:25:48 UTC
From: starnoldotz5ag
Topic: 626 Message: 626

Hello group. Im Isabel and I just now made my small new ero video. Is it looks normal?
http://griseldalurl.dreamstation.com

627. just a FUN!

Yahoo group: sstv_plus
Date: 2010-03-14 17:01:27 UTC
From: starnoldotz5ag
Topic: 627 Message: 627

O-hoo! Have you SEEN? incredibly!
Its so fun!
http://pt.ro/fun

628. Shocking Celebs Clips!

Yahoo group: sstv_plus
Date: 2010-03-15 21:21:37 UTC
From: starnoldotz5ag
Topic: 628 Message: 628

Entirely free SHOKING video clips collected and posted from users all over the Net.
Rebecca Corry, Charles Divins, Katie Gill, Chelsea Handler, Lanre Idewu, Richie Keen, and more!
http://pt.ro/fun

630. Postcard received

Yahoo group: sstv_plus
Date: 2010-03-19 03:50:37 UTC
From: starnoldotz5ag
Topic: 630 Message: 630

```
You've received a postcard
Click here to read
http://afx.cc/postcard-126231
```

632. Hello, its me

Yahoo group: sstv_plus
Date: 2010-03-25 17:02:52 UTC
From: starnoldotz5ag
Topic: 632 Message: 632

Hi! Here is my short video present for You
http://afx.cc/present

634. Who is this actor?

Yahoo group: sstv_plus
Date: 2010-03-29 18:39:22 UTC
From: starnoldotz5ag
Topic: 634 Message: 634

Who is this actor? im pretty sure hes famous but i need to know who he is?
http://afx.cc/whois

635. No panties subway ride

Yahoo group: sstv_plus
Date: 2010-04-03 01:29:01 UTC
From: starnoldotz5ag
Topic: 635 Message: 635

No panties subway ride - HAVE YOU SEEN THIS???!
http://afx.cc/no-panties

637. Amazing clips for You

Yahoo group: sstv_plus
Date: 2010-04-08 09:43:11 UTC
From: starnoldotz5ag
Topic: 637 Message: 637

Hottest collection of amazing clips with celebrities. NAKED Jennifer!
http://kl.am/a8xs

640. Demo clip

Yahoo group: sstv_plus
Date: 2010-05-12 19:08:17 UTC
From: saeturnbhouz5cj
Topic: 640 Message: 640

Have You Seen This Clip? Impossible! Is it true?
http://afx.cc/e2d

641. Virus warning

Yahoo group: sstv_plus
Date: 2010-05-13 06:32:39 UTC
From: saeturnbhouz5cj
Topic: 641 Message: 641

We have noticed some unusual activity from Your Yahoo account.
For more information regarding current (virus) activity, please check out
http://afx.cc/avir

642. My first clip

Yahoo group: sstv_plus
Date: 2010-05-14 10:31:00 UTC
From: saeturnbhouz5cj
Topic: 642 Message: 642

Hi. My name is Helga, Im 17en. Ive cast a clip with me naked. Is it looks good?
http://afx.cc/helga

1983. (no subject)

Yahoo group: sstv_plus
Date: 2015-06-13 09:25:41 UTC
From: Joel Hanks
Topic: 1983 Message: 1983

Have A Nice Affair!